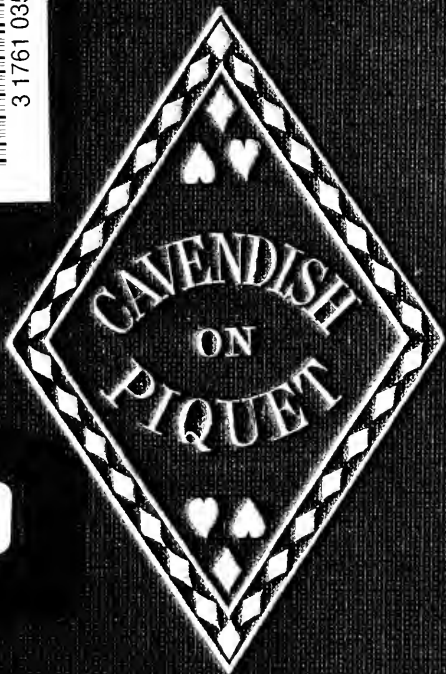
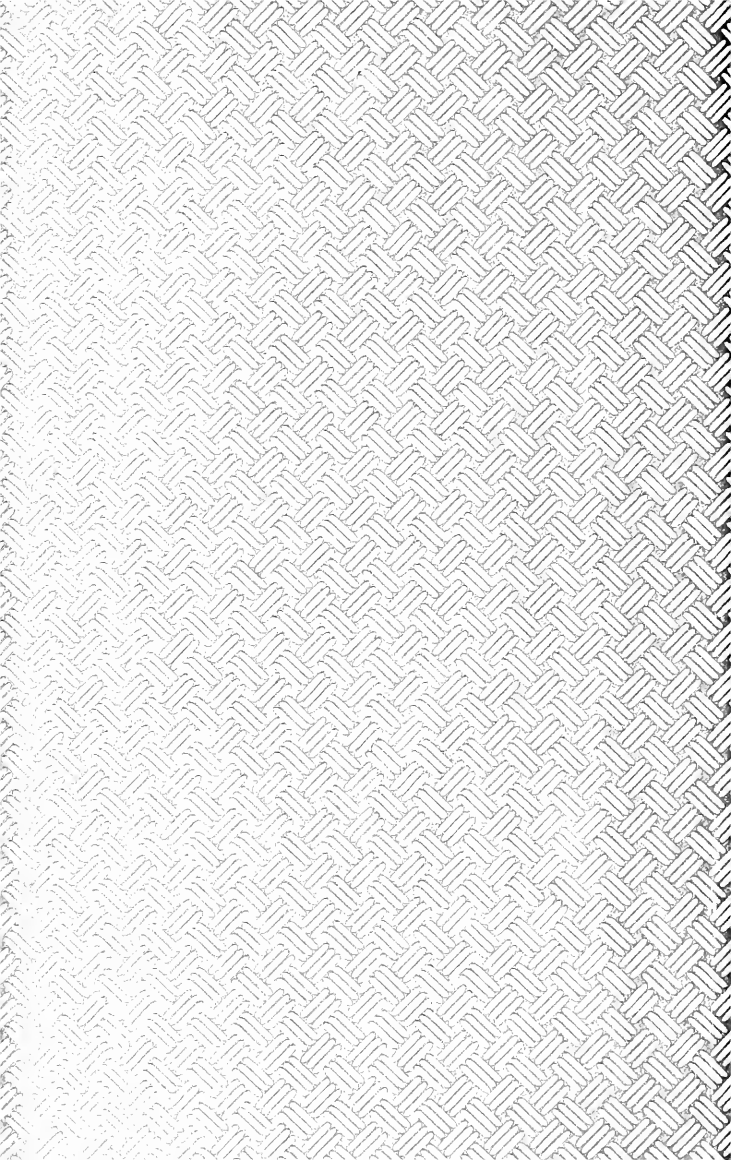


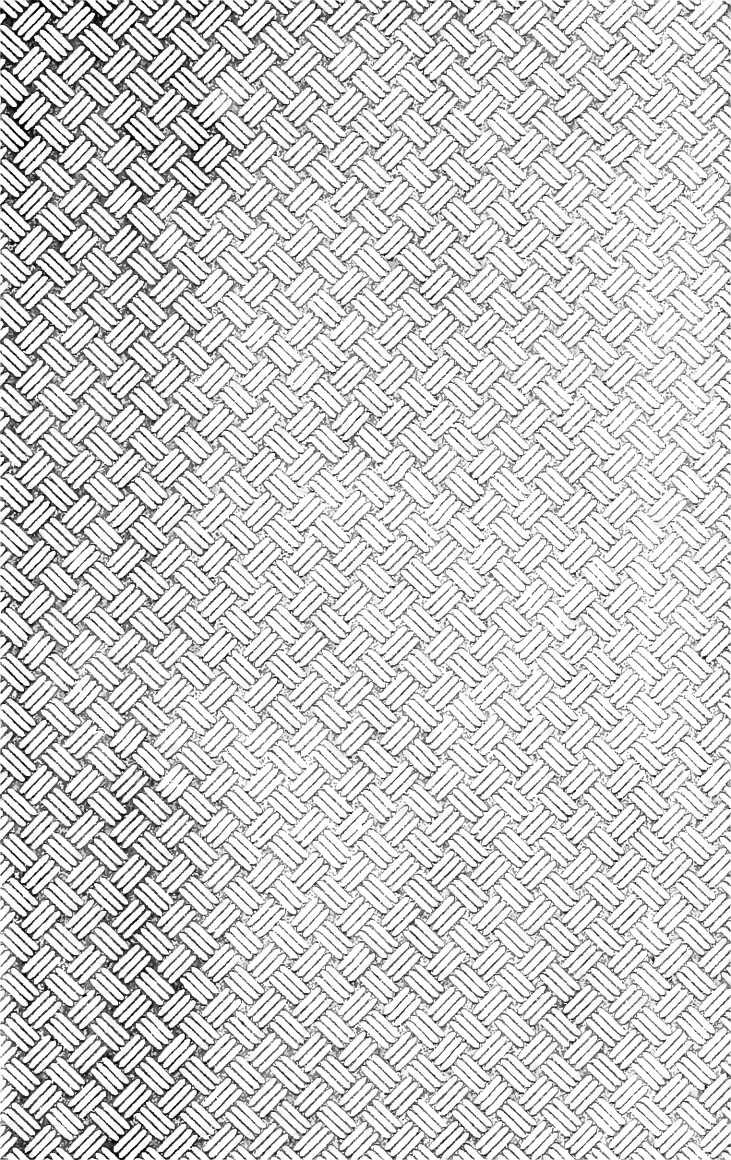
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THE LAWS

OF

EDITED BY

AND ADOPTED BY

THE PORTLAND AND TURF CLUBS

WITH

BY

"CAVENDISH."

Author of "The Laws and Principles of Whist," etc., etc.

LONDON:

THOMAS DE LA RUE & CO.

1885.

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The following Clubs have given in their adhesion
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CONTENTS.

	PAGE
PREFACE	v
THE LAWS OF PIQUET	1
LAWS OF PIQUET <i>AU CENT</i>	15
CASES AND DECISIONS	19

TREATISE ON PIQUET.

PREFACE	31
HISTORICAL	33

DESCRIPTION OF THE GAME.

INTRODUCTORY	57
DEALING	57
DISCARDING	57
CALLING AND SHOWING	59
PLAYING	67
CARTE BLANCHE, PIQUE, AND REPIQUE	69
SCORING	71
EXAMPLE	76

	PAGE
POOL PIQUET	78
HINTS TO LEARNERS	79
EXAMPLES OF DISCARDS	89
EXAMPLES OF SINKING	115
EXAMPLES OF PLAYING THE CARDS	120



PREFACE.

At the Annual General Meeting of the PORTLAND CLUB, held February 24th, 1881, it was unanimously resolved that a Committee be appointed to draw up Laws of Piquet. The following gentlemen were nominated, and kindly consented to serve:—

JOHN SAMUEL, Esq.
(*Chairman*).

HENRY JONES, Esq.	SAMUEL SMITH, Esq.
M. TREVELYAN MARTIN, Esq.	ROBERT WHEBLE, Esq.

The Committee having drawn up a Code, submitted it to the TURF CLUB. A Committee was appointed by the TURF CLUB, consisting of the following gentlemen, who agreed to serve:—

The Hon. HENRY LEESON.
Major The Hon. OLIVER G. P. MONTAGU.
FREDERIC NORRIS, Esq.

The TURF Committee proposed a few amendments; and, after further deliberation and discussion, the two Committees sanctioned the publication of the Laws that follow.

PORTLAND CLUB,
January, 1882.

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LAWS OF PIQUET.

THE LAWS OF PIQUET.

SHUFFLING.

1. Each player has a right to shuffle both his own and his adversary's pack. The dealer has the right of shuffling last.

2. The pack must not be shuffled below the table, nor in such manner as to expose the faces of any of the cards.

CUTTING.

3. A cut must consist of at least two cards, and at least two must be left in the lower packet.

4. In cutting, the ace is highest. The player who cuts the higher card has the choice of deal, and the dealer has the choice of cards at the commencement of each partie.

5. If, in cutting for deal, a player expose more than one card, he must cut again.

6. The cut for the deal holds good, even if the pack be incorrect.

7. If, in cutting to the dealer, or in reuniting the separated packets, a card be exposed, or if there be any confusion of the cards, there must be a fresh cut.

8. When a player in cutting has once separated the pack, he must abide by the cut.

DEALING.

9. The dealer must deal the cards by two at a time or by three at a time, giving the top cards to his adversary, the next to himself, and so on, until each player has twelve cards. The dealer having selected the mode in which he will distribute the cards, must not change it during the partie. The eight undealt cards (called the stock) are to be placed face downward, in one packet, on the table between the players.

10. If the dealer deal the cards wrongly, he may, with the permission of his adversary, rectify the error prior to either player having taken up his hand.

11. If the elder hand find that he has a card too many or a card too few, he has the option of a fresh deal after looking at his hand, but before taking up a card of the stock. If the elder hand, having twelve cards dealt him, find, in drawing the stock toward him after discarding, that it contains but seven cards, he has the option of a fresh deal, or of altering his discard.

12. If more than one card be dealt wrongly, or if there be nine cards in the stock, there must be a fresh deal (except as provided in Law 10).

13. If the dealer expose a card belonging to his adversary, or to the stock, the elder hand has the option of a fresh deal. If the dealer expose any of his own cards, the deal stands good.

14. If a faced card be found in the pack when dealing, or in the stock when taking in, there must be a fresh deal.

15. If the dealer deal with the wrong pack, and the error be discovered before either player has taken up any of his cards, there must be a fresh deal with the right pack. If the error be not discovered before either player has taken up any of his cards, the deal holds good, and the packs remain changed.

16. The players deal alternately. If a player deal out of his turn, and either player discover the error before taking up any of his cards, the deal in error is void, and the right dealer deals. But if the error be discovered too late to correct it, the elder hand in that deal must deal twice running with the same pack (except as provided in Law 76), unless that or the next deal be the last of the partie.

17. The non-dealer must collect the cards for the ensuing deal, and must place them, properly collected, face downward on the table.

CARTE BLANCHE.

18. Carte blanche (*i.e.*, a hand dealt, consisting of at least twelve cards, without king, queen, or knave) scores first, and consequently saves a pique or a repique. It also counts toward a pique or a repique.

19. Carte blanche must be shown by counting the cards, one by one, face upward on the table.

20. As soon as a player is aware that he has a carte blanche, he is bound to inform his adversary, but he need not show the carte blanche until his adversary has discarded.

DISCARDING AND TAKING IN.

21. The elder hand is entitled to discard five cards and to take in five. He is obliged to discard one card (except as provided in Law 42).

22. The younger hand is entitled to discard three cards, and to take in three (except as provided in Laws 41 and 43). He is obliged to discard one card (except as provided in Law 40).

23. In taking in, the cards must be taken in order from the top of the stock.

24. After a player has taken up a card of the stock he cannot alter his discard.

25. If a player, after having taken up a card of the stock, take back into his hand any of his discard, he must play with more than twelve cards, and can reckon nothing that deal.

26. If a player, after having taken up a card of the stock, mix any of his hand, or any card he is entitled to take in, with his discard, he must leave it with his discard. He must play with less than twelve cards, and his adversary counts as tricks all cards that cannot be played to.

27. If the elder hand, when taking in, or when looking at cards he has left, expose or take up any of the bottom three cards of the stock (except as provided in Laws 41 and 43), he can reckon nothing that deal. And similarly, if the younger hand, when taking in, expose or take up any of the top five cards of the stock (not being cards declared to be left by the elder hand), he can reckon nothing that deal.

28. If the elder hand mix with his hand any of the bottom three cards of the stock (except as provided in Laws 41 and 43), or if, having left any cards, he mix with his hand any of the cards he ought to have left, he can reckon nothing that deal; or, the younger hand, after looking at his cards, may elect to have a fresh deal. If he elect to stand the deal, he can only take as many of his cards as have not been mixed.

29. If the younger hand mix with his hand any of the top five cards of the stock (not being cards declared to be left by the elder hand), he can reckon nothing that deal; or, the elder hand, after looking at his cards, may elect to have a fresh deal. If he elect to stand the deal, he can only take as many of his cards as have not been mixed. If, however, the elder hand have taken in some of his cards, the others remaining on the stock, and the younger hand take up any of them, he incurs no penalty, unless he mix any of the cards taken up with his hand, when he can reckon nothing that deal.

30. If a player, having twelve cards dealt him, discard more cards than he takes in, he must play with less than twelve cards, and his adversary counts as tricks all cards that cannot be played to.

31. If a player, having twelve cards dealt him, take in more cards than he discards, but do not take from the stock one of his adversary's cards, he must play with more than twelve cards, and can reckon nothing that deal.

32. If the elder hand do not take all his cards, he must declare the number he takes or leaves before

taking up a card of the stock. If he fail to do so, and the younger hand, on touching the stock (but before taking up a card of it), find that it contains more than three cards, he is entitled to alter his discard, and to take in the card or cards left.

33. If the elder hand leave any cards, he is entitled to look at them; but if he take them up, together with the cards he is about to take in, he can reckon nothing that deal.

34. The younger hand is entitled to take in all the cards that are left in the stock.

35. If the younger hand leave any cards, and take up, together with the cards he is about to take in, more cards than he has discarded, he can reckon nothing that deal.

36. If the younger hand leave any cards he is entitled to see them; but he must declare whether he will look at them or not, after the elder hand has named the suit he will first lead, or has led a card, and before playing a card himself. If the younger hand elect to look at them, the elder hand is also entitled to see them, after he has named the suit he will first lead, or has led a card. If the younger hand elect not to look at them, neither player has a right to see them.

37. If the younger hand leave any cards, and mix them with his discard without showing them to the elder hand, the elder hand, after leading a card, is entitled to see his adversary's discard, and the cards mixed with it.

38. If a player announce that he has eleven or

thirteen cards dealt him, the stock may be counted to ascertain how many cards it contains.

39. If the elder hand, having eleven or thirteen cards dealt him, take up a card of the stock without announcing the error, he loses his option of a fresh deal. He cannot alter his discard, and he must leave at least three cards for the younger hand. But, if the stock contain seven cards, and the elder hand have eleven, there must be a fresh deal.

40. If the elder hand elect to stand the deal when he has thirteen cards, and there are eight in the stock, he must discard one card more than he takes in, and he must discard at least two cards. The younger hand must discard one less than he takes in; but, if he only take one card, he need not discard any.

41. If the elder hand elect to stand the deal when he has thirteen cards, and there are seven in the stock, he must discard one more card than he takes in. He must discard at least two cards; and, if he take all his cards, he discards six, and the younger hand can only take two cards.

42. If the elder hand elect to stand the deal when he has eleven cards, and there are eight in the stock, he must discard one less than he takes in; but, if he only take one card, he need not discard any. The younger hand must discard one more than he takes in, and he must discard at least two cards.

43. If the elder hand elect to stand the deal when he has twelve cards, and there are seven in the stock, he must discard the same number of cards as he takes in; and, if he take all his cards, the younger hand

can only take two cards. The younger hand must discard one more than he takes in, and he must discard at least two cards.

44. When a player subjects himself to the penalty of reckoning nothing that deal, the adversary has the option of not enforcing the penalty.

45. A player may examine his own discard at any time.

CALLING AND SHOWING.

46. The elder hand must call his point first, or he loses the right to call it. It is sufficient to call the number of cards of the point. The younger hand is not entitled to reply by inquiring what the elder hand's point makes, unless he hold at least an equal number of cards; and the inquiry bars him from counting a superior number of cards for point.

47. It is not compulsory on the younger hand to call his point first; nor is it compulsory on either player to call sequence next after point.

48. It is sufficient to call the number of cards of a sequence if the call be good against the cards. If not good against the cards, the elder hand is bound to state to what card his sequence is. And similarly, in calling a quatorze or trio, the elder hand is bound to state the value of the cards of which it consists, unless the call is good against the cards.

49. If the elder hand first call a sequence which is good against the cards, he can reckon any sequences he holds, whether of superior counting value to the one called or not. And similarly, if the elder hand

first call a trio or a quatorze which is good against the cards, he can reckon any quatorzes or trios that he holds.

50. If the elder hand call a smaller point, sequence, quatorze, or trio than he holds, he may correct his miscall before it has been replied to by the younger hand.

51. If the younger hand allow a correct call to be good or equal, when he holds better in his hand, he may correct his reply before the elder hand has made another call; or, in case there is no further call, before the elder hand has led a card.

52. If either player call a larger point, sequence, quatorze, or trio than he holds, and it is allowed to be good, he may correct his miscall before the younger hand has played to the first trick. In case of a correction of such miscall by the younger hand, after the elder hand has led, the elder hand is at liberty to retake the card he led, and to play differently.

53. There is no penalty for a misnomer. It is a misnomer, if a player call a point or sequence, when he holds one of that counting value, but names the suit wrongly; or a sequence, when he holds one of that counting value, but names its rank wrongly; or a trio or quatorze, when he holds one, but names its rank wrongly; provided, however, that he could not possibly have held what he claims, in his hand and discard taken together.

54. If a player who calls a point, sequence, quatorze, or trio that he does not hold, and such

call is allowed to be good, do not correct his miscall before the younger hand has played to the first trick, he can reckon nothing that deal, except in the case of a misnomer, or of his having called anything which he could not possibly have held in his hand and discard taken together, when he is liable to no penalty. On discovery of the error, the adversary may reckon anything he has good, which is not barred by a correct call of the player in error, made in addition to his miscall.

55. A player who calls anything which is allowed to be good or equal, must show the cards called at any time they are asked for, or in the case of the younger hand, at any time after the elder hand has led a card. If a player, before he plays a card, voluntarily show anything which he claims to be good or equal, he is liable to no penalty for miscalling what he has shown.

56. When the younger hand has played to the first trick, neither player can reckon anything omitted (except as provided in Law 54).

PLAYING.

57. If a player play with less than twelve cards in hand, he is liable to no penalty. His adversary counts as tricks all cards that cannot be played to.

58. If a player play with more than twelve cards in hand, he can reckon nothing that deal; but his cards, though not good to score, are good to bar his adversary.

59. A card once led or played cannot be taken up (except as provided in Law 52), and as follows:—

- I. If a player accidentally drop a card or cards, he may retake them.
- II. If the leader lead two or more cards consecutively without waiting for his adversary to play, and the adversary play too many cards, he may, on discovery of the error, retake the extra card or cards. All cards subsequently played in error must be taken up and played over again.
- III. If a player lead out of turn, the card led may be taken up, unless the adversary have played to the trick, when the error cannot be rectified.
- IV. If a player do not follow suit when able, he must, when the error is detected, retake any cards played in error, and substitute the suit led. The players also retake all cards played after the mistake, and the play of the remainder of the cards then proceeds as though no error had been committed.
- V. If a player, when asked what cards he has in hand which have been allowed to be good or equal, misinform his adversary, the adversary may retake all cards played subsequently to the misinformation, and play differently.

60. A player is entitled to examine both his own and his adversary's tricks at any time.

SCORING.

61. Carte blanche scores ten.

62. The largest point is good. The point, when good, scores one for each card.

63. The longest sequence is good; as between sequences of equal length the highest is good. Sequences, when good, score as follows: a huitième scores eighteen; a septième, seventeen; a sixième, sixteen; a quint, fifteen; a quart, four; a tierce, three.

64. The highest quatorze is good. Any quatorze is good against a trio. As between trios, the highest trio is good. A quatorze, when good, scores fourteen. A trio, when good, scores three.

65. In playing the cards, each player scores one for every card he leads, or with which he wins a trick. The winner of the last trick scores two instead of one.

66. A player who wins more than six tricks scores ten for the cards. If each player win six tricks the cards are divided, and there is no score for them. A player who wins twelve tricks wins a capot, and scores forty for the cards instead of ten.

67. The scores, whether obtained by the elder or younger hand, reckon in the following order:—

I. Carte blanche.

II. Point.

III. Sequences.

IV. Quatorzes and trios.

V. Points made in play.

VI. The cards.

68. A repique is obtained on the score of thirty being made by a player, in his hand alone, by scores that reckon in order before anything that his adversary can count. A player obtaining a repique adds sixty to his score.

69. A pique is obtained on the score of thirty being made by the elder hand, in hand and play, before his adversary has reckoned anything that deal. A player obtaining a pique adds thirty to his score. A capot reckons after points made in play; and, therefore, does not count toward a pique.

70. Errors in counting the hand, if proved, may be rectified at any time before the player in error has seen his next hand.

71. A partie consists of six deals. The partie is won by the player who makes the higher score in six deals. If both players score the same number in six deals, each deals once more, when the partie is concluded, even if there should be a second tie.

NOTE.—By agreement, a partie may consist of four deals, the score in the first and last deals counting double. In case of a tie, each deals once more, the scores in the extra deals counting single.

72. The winner of the partie deducts the score of the loser from his own; and the difference, with a hundred added, is the number of points won.

73. If the loser fail to score a hundred, the winner, whether his score reach a hundred or not, adds the score of the loser to his own; and the sum, with a hundred added, is the number of points won.

74. In case of a difference in the written scores, a player's score of his own hand shall be taken as correct.

INCORRECT PACKS.

75. If a pack be discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

CHANGING CARDS.

76. Before the pack is cut to the dealer a player may call for fresh cards at his own expense. He must call for two new packs, of which the dealer has the choice.

77. Torn or marked cards must be replaced, or new packs called for at the expense of the two players.

BYSTANDERS.

78. If a bystander call attention to any error or oversight, and thereby affect the score, he may be called on to pay all stakes and bets of the player whose interest he has prejudicially affected.

LAWS OF PIQUET *AU CENT*.



The Laws of Piquet *au cent*, differ from those of Piquet in the following particulars :—The player who cuts the lower card has to deal. If he expose more than one card in cutting, his adversary may treat the lowest of the exposed cards as the one cut.

The deal is by two cards at a time.

If the elder hand find that he has a card too many or too few, he has the option of a fresh deal before touching the stock.

If the dealer deal with the wrong pack, and the error be discovered before the deal is completed, there must be a fresh deal with the right pack. If not discovered before the deal is completed, the deal holds good.

If a player deal out of his turn, and discover his error before taking up his hand, the deal in error is void, and the right dealer deals. If not discovered before taking up the hand, there is no remedy.

If the younger hand have a *carte blanche*, he need not declare it until his adversary has discarded and touched the stock.

The younger hand is not obliged to discard any card.

After a player has touched the stock he cannot alter

his discard (except as provided in Laws of Piquet 11, 32, and 38).

If the elder hand mix with his hand one of the three bottom cards of the stock, he loses the game; and, similarly, if the elder hand, having left a card or cards, mix with his hand any of the cards he ought to have left, he loses the game.

If the younger hand take up any of the top five cards of the stock (not being cards declared to be left by the elder hand), he loses the game.

If the elder hand do not take all his cards, he must declare the number he takes or leaves before touching the stock.

If the younger hand leave any cards and elect not to look at them, and either player should then look at them, they must be exposed, and a suit may be called from the offender when next he has to lead.

If the elder hand elect to stand the deal when he has thirteen cards, he must discard one more card than he takes in, but he is not obliged to take in any. He must leave at least three cards for the younger hand.

If the elder hand elect to stand the deal when he has eleven cards and there are eight in the stock, he must discard one less than he takes in, and he must discard one card. The younger hand must discard one more than he takes in, but he is not obliged to take in any. If the elder hand elect to stand the deal when he has twelve cards and there are seven in the stock, he must leave at least three cards for the younger hand. The younger hand must discard one more than he takes in, but he is not obliged to take in any.

The elder hand must call the number his point makes. It is not sufficient to call the number of cards of the point.

It is not sufficient to call the number of cards of a sequence. The elder hand must state to what card his sequence is. And, similarly, if he call a quatorze or trio, he is bound to state the value of the cards of which it consists.

If the elder hand call a smaller point, sequence, quatorze or trio than he holds, or a trio when he holds a quatorze, he must abide by his call, and he cannot reckon anything superior, even though his call is good against the cards. He may, however, correct a misnomer of sequence, trio, or quatorze, before he leads a card, and may reckon anything of equal or inferior counting value, provided his call in error was good against the cards.

The elder hand having called anything which is good or equal must show the cards called, except in the case of quatorzes and trios. If he lead a card without showing his call, he cannot reckon it, and the adversary may show and reckon his point or sequence, even though it be equal or inferior to the one called.

If the elder hand show a sequence and call an inferior one, he cannot reckon the superior one; but the show bars the younger hand from reckoning his sequences, if only equal or inferior to the one shown.

The younger hand having allowed a correct call to be good or equal, must abide by his answer.

If the younger hand disallow a call, and it be discovered that the call of the elder hand is good or

equal, the elder hand can show and reckon his superiority, or show his equality, notwithstanding that he has led a card.

If the younger hand say equal or not good to a call, and play to the first trick without showing his superiority or equality, the elder may show and reckon what he has called, notwithstanding that he has led a card.

If a player call a quatorze or trio which he does not hold, and it is allowed to be good, and he play a card without correcting the miscall, he can reckon nothing that deal.

When the elder hand has led a card, or the younger hand played to a trick, they cannot reckon anything omitted.

By agreement, points ending in four count one less than the number of cards.

By agreement, in playing the cards, nines, eights, and sevens are not counting cards.

Errors in adding up, or in marking the score, if proved, may be rectified at any time during the game.

A game is one hundred up. A player scoring a hundred before his adversary has scored fifty wins a double game.

A partie is won by a player who wins three games out of five, a double counting as two games.

A player has no choice of cards on commencing a fresh partie.

CASES AND DECISIONS.

CASE I.

A calls four cards for point. B replies "Equal." A says "Forty-one." B then finds he has a point of five cards. A claims to score the point.

Decision—A cannot score the point. He has not made another call or a further call (Law 51); he has only completed an imperfect call.

B's reply bars him from counting a superior number of cards for point (Law 46). His point, though not good to score, is good to save a pique or a repique.

CASE II.

A calls three kings, which B allows to be good. It is presently discovered that A has not three kings. B then claims to reckon four tens. Is he entitled to do so?

Decision.—Yes. B's admission of three kings being good is subject to A's holding them. B, it is true, might at once have disallowed the call; but, when he supposes A to have three kings, he may desire to sink his tens, and this he may no longer wish to do if he knows A to have a king out.

CASE III.

A proposes a fresh deal. B makes no reply until after A has discarded, when he says he will give a fresh deal. A, judging from B's hesitation, that there is not a powerful hand against him, states that he does not now wish for a fresh deal. B insists that as he has never refused the offer, it is still open.

Decision.—The law does not contemplate the offer of a fresh deal. A fresh deal is a matter of agreement between the players. In this case, though B has not, in words, refused a fresh deal, he has allowed A to carry the game a step further by discarding. This is tantamount to a refusal.

CASE IV.

A calls a point headed by ace, and two tierce majors in other suits, and leads a card, but says nothing about aces. Can B reckon three knaves?

Decision.—B cannot reckon three knaves. A has declared three aces by implication, and can reckon anything he has omitted before B plays to the first trick (Law 56). B's course is to play a card, saying nothing about knaves, when A loses the score for them.

If, however, A is under a Rubicon, and B calls knaves, if A objects he must reckon his aces.

CASE V.

Elder hand directs the younger to discard for carte blanche. The younger having discarded three cards,

the elder then shows his hand, and says "I leave a card." Can the younger hand alter his discard after having seen his adversary's cards?

Decision.—Yes. The elder hand should state that he leaves a card before showing his carte blanche.

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CASE VI.

A calls three queens. B says, "Which queen do you not reckon?" A replies, "Queen of diamonds," and then reckons queens. B says, "Three queens are not good; I have three kings." Is B entitled to score his kings?"

Decision.—No. Asking which queen is out is equivalent to admitting three queens to be good. B, by ascertaining which queen is out, obtains information to which he is only entitled in the case of A's scoring the queens.

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CASE VII.

A calls three kings. B says, "Good. Which king do you not reckon?" A replies, "King of diamonds." On playing the cards it is discovered that A has the king of diamonds in hand, and that he has put out the king of hearts. B claims that A can score nothing that hand. A contends that it is only a misnomer, for which he cannot be punished.

Decision.—B's claim is correct. It is true that A actually held three kings; but, as the reply of the

elder hand is only a substitute for showing the kings, he has defined his claim to be for three kings, including one which he has not got. He is therefore liable to the penalty for scoring what he does not hold.

CASE VIII.

A calls four knaves (holding only three). B replies, "Good." A then says, "I beg your pardon, I have only three knaves." B replies, "Not good." B might have held four aces, but, having discarded an ace, has only three. A thus discovers before he leads a card that B has an ace out, and so obtains information to which he is not entitled. Has B any remedy?

Decision.—B has no remedy. It is one of those accidents that will occasionally happen which card laws cannot reach.

CASE IX.

A (elder hand), having a quint major in clubs and the seven, places the quint major on the table together with the seven of spades, and says, "Play six cards." B plays five cards, and then takes the seven of spades with the eight. A then says, "I made a mistake; I intended to have played the seven of clubs." Can A rectify his error?

Decision.—A is too late after B has played his sixth card. But prior to that A can rectify his error.

CASE X.

B (younger hand) accidentally takes up a card less than he discards. The mistake is discovered when the hand has been partly played out. B claims to take in the card he left on the table, the card in question not having been mixed with his discard.

Decision.—B can take up the card he left on the table, unless he has announced that he will leave a card, when he must play with eleven cards. If B has not renounced in the suit to which the card belongs, the hand proceeds in the usual way. If he has renounced, Law 59, par. IV. comes into operation.

CASE XI.

The younger hand (B) discards and takes up the bottom three cards of the stock before the elder hand (A) has taken in. A then says, "I leave a card." What is the consequence?

Decision.—B having taken up a card of the stock cannot alter his discard; and, as in taking in he is obliged to take the cards in order from the top of the stock, including cards left by the elder hand, he must take the card left by A, must play with thirteen cards, and can reckon nothing that deal.

CASE XII.

The elder hand holds king, knave, ten, nine, eight, seven of diamonds. He calls six cards which are not good, and a quint minor which is good.

During the play of the cards, the elder throws ten, nine, eight, seven of diamonds. The younger hand then says "How many diamonds?" The elder replies "Two." The younger, supposing that the reply is only as regards the quint, plays accordingly and loses the cards thereby. He then claims to play the end of the hand again under Law 59, par. V.

Decision.—The question can only be asked with regard to cards reckoned for or called as equal. The reply, therefore, can only be with regard to those cards. The younger hand has been misinformed, and can claim to play the end of the hand again.

Note.—This case is much disputed, many good judges being of the contrary opinion.

CASE XIII.

A has thirteen cards in his hand. He does not notice it, but discards five cards and takes in five. After he has taken in it is discovered that he has in his discard a card belonging to the undealt pack. A claims a fresh deal under Law 75.

Decision.—There is no proof that when the pack was dealt it was redundant. The surplus card may

have got into A's hand or discard after the deal was completed. A is liable to the penalty for playing with thirteen cards, and can reckon nothing that deal.

CASE XIV.

The facts are as in the previous case; but A keeps in his hand the card belonging to the undealt pack instead of discarding it.

Decision.—In this case, if A has not played the surplus card he may return it to the undealt pack, and there is no further penalty, unless A has used this card in scoring anything that is allowed to be good, or in showing anything that is allowed to be equal, and has afterwards played a card. He is then liable to the penalty for an unfounded claim, and can reckon nothing that deal.

If the surplus card has been played prior to the discovery of the error, the hands must be taken up and played over again, the surplus card being first removed.

CASE XV.

A says, "Discard for carte blanche." While B is considering what he will put out, A places his discard face downward on the table, and takes up some

cards of the stock. Can A then show his *carte blanche*?

Decision.—Yes, provided he has not mixed any of the stock with his hand. He must show his hand and his discard separately, as, having taken up a card of the stock, he must not retake any card of his discard.

CASE XVI.

In continuation of the former case, B, on seeing A take up a card of the stock, says, “You have not shown your *carte blanche*.” A replies, “No more I have,” relinquishes the stock, mixes his discard with his hand, and is about to show the *carte blanche*, when B objects, that A having taken up a card of the stock, and then retaken his discard, must play with seventeen cards, and can reckon nothing that deal.

Decision.—B’s contention is so far correct that A can reckon nothing after the *carte blanche*, which (so long as he has not mixed any of the stock with his hand) he is still at liberty to show and reckon. This score accrues before the play of the hand commences, and before any cards are taken in. Consequently, the law which bars a player from reckoning anything if he plays with too many cards does not apply to a *carte blanche*.



A TREATISE ON PIQUET

BY

“CAVENDISH.”

TO
THE MEMBERS
OF
THE PORTLAND CLUB

THIS
Treatise on Piquet

IS
CORDIALLY DEDICATED.

PREFACE TO THE FIRST EDITION.

Since Hoyle's Treatise on Piquet was published in 1744, no original work on Piquet has appeared in the English language (so far as the author has been able to discover), though Hoyle has several times been edited with more or less success.

The issue of an authorised set of Laws affords a good occasion for the publication of a fresh treatise on the game. Although the plan of it is original, the author has made free use of the examples contained in Hoyle's valuable work. The author has also (through the great kindness of Mr. Clay,) been able to avail himself of that accomplished player's judgment and experience. For the assistance rendered to him by Mr. Clay, the author takes this opportunity of expressing his warmest thanks.

PORTLAND CLUB,

May, 1873.

PIQUET.



HISTORICAL.

Numerous theories have been broached as to the origin, invention, and etymology of Piquet, but none of them seem satisfactory.

According to the Abbé Bullet (*Recherches sur les Cartes à jouer*, Lyon, 1757,) the word Piquet is derived from the Celtic language. *Piquo*, in Celtic, signifies to choose, and *pic* and *repic* (the old spelling of pique and repique) have the sense of doubled and redoubled. The ancient name of the point, *ronfle*, Bullet compounds of two Celtic words — *rum*, a gathering together, and *bell* (in composition, *fell*), a combat; hence *rumfell*, *runfle*, *ronfle*, an assemblage of cards of the same suit. *Ronfle* probably comes from *Ronfa*, one of the earliest Italian games known; mentioned by Berni (*Capitolo del Gioco della Primera*, 1526,) and also in Rabelais' list, as *la Ronfle*. *Capot*, Bullet says, signifies in Celtic, balked of one's expectation.

Prior to the appearance of his "*Recherches*," the Abbé was engaged on a Celtic dictionary, and he refers nearly all words of doubtful etymology to Celtic. The coincidences he points out are more curious than valuable.

Haydn ("Dictionary of Dates"), giving Mézéray as his authority, says that Piquet was the first known game on the cards (this, however, is not the fact), and that it was invented by Joquemin for the amusement of Charles VI. of France (1390). There is no such name as Joquemin to be found in any of the biographies. The person referred to is no doubt Jacquemin Gringonneur, to whom is erroneously ascribed the invention of playing cards in the reign of Charles VI. Some authorities are of opinion that Jacquemin was the name of a cardmaker, or *gringonneur* of that period, *gringonneur* signifying a maker of *grangons* (*certus tesserarum ludus*. Du Cange, Glossary, Supplement, Vol. II., col. 651). Persius ("*Rouge et Noir*. The Academicians of 1823, London, 1823"), adds that a ballet, executed at the Court of Charles VI., suggested the idea of Piquet, and gives a description of the ballet, which, however, has no similarity to Piquet. He further states it to be probable that the game bears the name of its inventor.

It so happens that numeral cards, with which Piquet is played, were not known at the time of Charles VI.

Other conjectures regarding Piquet are to be found in the "*Mémoire sur l'Origine du Jeu de Piquet, trouvé*

dans l'Histoire de France, sous le Règne de Charles VIII.," by Le Père Daniel; printed in the *Journal de Trévoux*, for May, 1720.

According to Daniel, Piquet is a symbolic, allegorical, military, political, and historical game. From the names of historical personages on the court cards of early French packs, and from the marks of the suits, the Père believed that he had made out the origin of Piquet, which he supposed to have been devised about 1430, in the reign of Charles VII. Chatto, a very careful writer and sound critic ("Facts and Speculations on the Origin and History of Playing Cards, London, 1848,") speaks of Daniel's theories as "mere gratuitous conceits," and as the scethings of the father's imagination.

Leber, following the wake of Father Daniel (whom, however he well abuses), in his "*Études historiques sur les Cartes à jouer* (Paris, 1842)" assigns a French origin of about the same period to Piquet. Chatto remarks on Leber's historical studies, "Though M. Leber has freely censured Daniel * * * yet he is exceedingly prone to follow Daniel's example; and though his explanation of the symbolical meaning of cards be less extravagant than the latter's account of the origin and signification of the game of Piquet, it can scarcely be called more reasonable."

In "*Les Cartes à jouer et la Cartomancie, par P. Boiteau d'Ambly* (Hachette, Paris, 1854)," there is a good deal of speculation about Piquet.

The work was translated into English, and reprinted with additions, under the title of "The History of

Playing Cards. Edited by the Revd. Ed. S. Taylor, B.A., and others. London: Hotten, 1865." The following abstract is taken from the translation.

The author believes that, as numeral cards were known in the time of Charles VII., the formation of the game of Piquet was connected with that period (1422).

"It seems hardly possible," he says, "to conceive that the game and the cards with which it was played were invented all at once. * * * During the hundred years between 1350 and 1450 more than one modification of the ancient cards must have escaped us. * * * It is the opinion of some that there existed an intermediate game between the Southern and German Tarot and the French Piquet; but of this there are no traces, just as none exist of the process by which the invention of Piquet was completed. It will not do to say, therefore, with M. Paul Lecroix, that we owe the game of Piquet to La Hire [the famous Stephen de Vignoles, a devoted adherent of Charles VII.], or rather to one of his subordinates. * * * It will not do, in fact, to accept the pretended explanations of the learned of the last century, which are, in general, nothing else but wretched guesses (*mauvaises conjectures*). It would be, in all probability, at the fêtes at Chinon, where Charles VII. so gaily ruined his kingdom; or at Paris, when victory once more smiled on him, that the gallant and warlike court of this king * * * devised and worked out the new system of cards. * * * France was acquainted with the Tarot in the second half of the fourteenth

century. * * * The use of cards became general; and it was then that France set herself to assimilate these cards to her peculiar genius, a task which resulted in the invention of Piquet, by a simplification of the original elements. The marks of the suits, and the number of the cards, as well as the enactment of the fundamental laws of this game date from the middle of the reign of Charles VII., which coincides with the middle of the fifteenth century. It is at this exact period that the history of cards is involved in the greatest obscurity, although the invention of the French game is the most important element in it."

Boiteau admits that the origin of Piquet and of numeral (as distinguished from Tarot) cards, is wrapped in the greatest obscurity, and further on that "The French would hardly have effected such an alteration in the implements of play unless a corresponding reform in the method of playing had been already in progress." He then says, "It is *assumed*, therefore, that the alteration was consequent on the invention of Piquet." One may safely, after such admissions, consign Boiteau's theory to the region of guesses.

The "*Dictionnaire Universel* (1854)" echoes the view taken by Daniel, Boiteau, and others. "Piquet was invented, so it is said, in the reign of Charles VII. [of France]."

Equally untenable is the supposition of Grosley, ("*Mémoires historiques et critiques pour l'Histoire de Troyes*, 1774,") who asserts that the game of Piquet was the invention of a mathematician of Troyes, who

lived in the reign of Louis XIII. (1620), and whose name was Picquet.

Strutt, "Sports and Pastimes (1801)," also refers the introduction of Piquet into France to the middle of the seventeenth century.

These writers, however, have overlooked the fact that a century earlier Piquet is included by Rabelais in the list of games played by Gargantua (*circa* 1530-45). It has been stated, but for no apparent reason, that the Piquet mentioned by Rabelais is a different game.

Rabelais, probably the earliest writer who mentions Piquet, also includes in his list the game of *Cent*, a game all but identical with Piquet, if one may judge from passages (chiefly found in old plays), where the game of Cent is the subject of conversation. Cent is clearly derived from the Spanish name of the game, *Cientos* or hundred, "the number of points that win the game" (Strutt).

It has been agreed, by most authorities, that Piquet is of French origin. It seems to the writer more probable that Piquet was derived originally from Germany. M. Merlin (*Origine des Cartes à jouer*, Paris, 1869), says that the composition of the ancient German cards *Schwerter Karte* resembles that of modern Piquet packs, and is of opinion that there is an analogy between Piquet and this *jeu à l'épée*. It is possible, too, that this analogy may explain the etymology of Piquet so much disputed. The sword of the Italian and Spanish cards is equivalent to the *pique* or spade of the French cards. What more

likely than that *Piquet* is the French name of the *Schwerter* (or sword) game? It has often been suspected that Piquet is in some way connected with *pique*, but for what reason has never been clearly made out.

Neither Piquet nor Cent are mentioned by Shakespeare. And it is somewhat remarkable that though Cent frequently occurs in English books of the Shakesperian period, Piquet seldom, if ever, does, from which one may conclude that Cent was played in England until about the middle of the seventeenth century, when the word Cent went out of use, and was replaced by the word Piquet.

In Nares' "Glossary of Words in Works of English Authors of the Time of Shakespeare," Cent and many other games find a place, but Piquet does not appear.

The change from Cent to Piquet in England may be regarded as one of name only, and may perhaps be thus accounted for. In 1625 Charles I. married the daughter of Henry IV. of France. From the time of the marriage of Mary with Philip of Spain (1554) the English equivalent of the Spanish name of the game was in vogue; but when a French Princess came on the scene, the French name, Piquet, was contemporaneously substituted for the Spanish name *Cientos*, or Cent.

Nares informs us that Cent was sometimes corrupted into Saint, Sant, Saunt, Sent, and Mount-cent or Mount-saint, and quotes passages in which various spellings obtain. A few quotations from writers of

the period (1575 to 1650) where Cent occurs may prove of interest.

One of the earliest references to Cent is to be met with in Turberville's "Book of Faulconrie (1575)"—

"At coses or at Saunt to sit,
Or set their rest at prime."

In the "Book of Howshold Charges and other Paiments laid out by L[ord] North and his Commandment" (printed in the "Archæologia," Vol. XIX.), there are several entries of losses at play. In the entry, 1578, May 15 to 17, there occurs "Lost at Saint, xv.s."

This is interesting, as showing that at that time Cent was a fashionable game, and played at court, Lord North used frequently to play with the Queen, and there are several entries of money lost to her, but the names of the games are omitted.

In Minsheu's "Pleasant and delightfull Dialogues, Spanish and English" (London, 1599), the game is called Mount Sant. In the third Dialogue between "five gentlemen friendes," Rodricke, Sir Lorenzo and Mendoza converse thus:—

"R. Here are the cards. What shall we play at? ..."

* * * * *

L. At Mount Sant.

M. It makes my head to be in a swoune to be alwaies counting."

In "A Woman kilde with Kindnesse," a play, by

Thomas Heywood, acted before the year 1604, Cent is called Saint: "Husband, shall we play at Saint?" and in Gervas Markham's "Famous ——— or Noble Curtezan (1609)," Cent is called Mount-cent:—

"Were it Mount-cent, primero, or at chesse,
I wan with most. and lost still with the lesse."

In Taylor's "Motto (1621)" Cent, under the spelling Sant, is enumerated among the games at which the prodigal "flings his money free with carelessness":—

"Ruffe, Slam, Trump, Nody, Whisk, Hole, Sant, New Cut."

In the "Annalia Dubrensia. Upon the yerely celebration of Mr. Robert Dover's Olimpick games upon Cotswold Hills (1636)," a very rare book of which a copy is preserved in the Grenville Library, contributed to by thirty-two authors of the period, including Michael Drayton, Ben Jonson, Trussell, and others of less note, the game is spelt Cent. In the eulogium on Dover by William Denny this passage occurs:—

"Cent for those gentry, who their states have marr'd,
That game befits them, for they must discard."

This shows that discarding was part of the game.

Sir William Davenant, Poet Laureate after Ben Jonson, in "The Witts, a Comedy present'd at the

Private House in Black Fryers (1636)," spells the game Sent.

"While their glad sons are left seven for their chance
At hazard : hundred and all made at Sent."

The inference is that "Sent" was played a hundred up.

The following quotation from "The Discovery of a most Exquisite Jewel, found in the Kennel of Worcester Streets, the Day after the Fight" (1651), by Sir Thomas Urquhart of Cromarty, shows that the name of the game was sometimes anglicised into Hundred: "Verily I think they make use of Kings as we do of card Kings in playing at the Hundred; any one whereof, if there be appearance of a better game without him (and that the exchange of him for another incoming card is likely to conduce more for drawing the stake), is by good gamesters without any ceremony discarded."

There is further evidence that the game of Cent was so called from its being played a hundred up.

In 1656 was published a little book entitled "The Scholer's Practicall Cards," by F. Jackson, M.A. The book is chiefly occupied with instructions how to spell, write, cypher, and cast accounts, by means of cards. Several games are mentioned in it, and among them Saunt which the author explains by *centum*, a hundred.

Again, in "The Dumb Knight," a play by Lewis Machin (history and date unknown, but *circa* middle of seventeenth century), there is a direct statement

that the name of the game was derived from a hundred. The play also contains, in punning allusions to the love affairs of two of the characters, important materials for establishing the great similarity of Cent to Piquet.

“Enter aloft to cards the Queen and Phylocles.

Q. Come, my Lord, take your place, here are cards, and here are my crowns.

P. And here are mine; at what game will your Majesty play?

Q. At Mount-Saint.

P. A royal game, and worthy of the name
And meetest even for Saints to exercise;
Sure it was of a woman's first invention.

Q. It is not Saint, but Cent, taken from hundreds.

P. True, for 'mongst millions hardly is found one saint.

Q. Indeed you may allow a double game.
But come, lift for the dealing: it is my chance to deal.

P. An action most, most proper to your sex.

* * * * *

Q. What are you, my Lord?

P. Your highness' servant, but misfortune's slave.

Q. Your game, I mean.

P. Nothing in show, yet somewhat in account:
Madam, I am blank.

Q. You are a double game, and I am no less.
There's an hundred, and all cards made but one knave.

* * * * *

What's your game now?

P. Four king's, as I imagine.

Q. Nay, I have two, yet one doth me little good.

P. Indeed, mine are two queens, and one I'll throw away.

* * * * *

P. Can you decard, madam?

Q. Hardly, but I must do hurt."

Here the mention of showing, of the blank (*carte blanche*), of double games, of four kings, of throwing away, and of the decard (discard), prove to demonstration the likeness of Cent to Piquet.

One of the first English writers (if not the earliest) who refers to Piquet under its new name is John Hall, in his "*Horæ Vacivæ*" (1646). He says:—"For Cardes, the Philologil of them is not for an essay; a man's fancy would be sun'd up at Cribbidge; Gleeke requires a vigilant memory: Maw, a pregnant agility; Picket a various invention; Primero, a dexterous kinde of rashness."

Later on, Piquet is frequently met with in English books.

In 1659 a curious pamphlet (now rare) was published, entitled—"Shuffling, Cutting, and Dealing in a game at Pickquet, being acted from the year 1653, to 1658, by O[liver] P[roteetor] and others; with great applause." It contains numerous puns on the terms used at Piquet, such as throwing out the best cards and getting none but a company of wretched ones.

The following passage from this pamphlet confirms the idea that Cent and Piquet were similar games:—"I got more the last game, when I plaid *Cent*: for I had a hundred, and all made."

In "*Flora's Vagaries*," a comedy printed in 1670, Piquet is introduced:—

GRIMANI. Well, lay by your work, we will have a game at cards. Giacomo, go fetch some cards and counters, picket you play well at.

OTRANTE [his daughter]. I am no Gamester, but if you please to play—

* * * * *

GRI. Sit down, come, lift, I deal. How many take you in?

OTR. I take seven, Sir.

GRI. Take them and I will have all the rest. So now, what say you to the point?

OTR. A little game, some three-and-fifty.

GRI. 'Tis good, hunch out.

OTR. Quart major.

GRI. And that too.

* * * * *

OTR. Three kings.

GRI. No, that's not good.

OTR. Nine, and there's ten, eleven, twelve, thirteen.

GRI. I had forgot my aces.

* * * * *

OTR. You have lost you aces, fourteen.

The action of the play then causes the game to stop.

It is interesting to observe that the game was marked with counters, and that the mode of play was as now, except that the pack was composed of thirty-six cards, otherwise Otrante could not take seven cards, and could not have a point of fifty-three, as with a thirty-two card pack this point cannot be made. (See pp. 50-52, for an account of the old mode of playing.)

A little later Piquet is mentioned by Dryden, Prior, Wycherley, Pope, and in "The Spectator." The passages quoted below tend to show that Piquet was

a well-known game in England at the end of the seventeenth and beginning of the eighteenth century.

“If I go to piquet, tho’ it be but with a novice in’t he will picque and repicque and capot me twenty times together.”—DRYDEN, in “Sir Martin Marr-All, or the feign’d Innocence (1697).”

“She commonly went up at ten
Unless piquet was in the way.”

—PRIOR. “The Dove.”

[End of seventeenth century.]

“In Courts, as at piquet, a shuffling King,
Does the top cards oft to the bottom bring;
And in Courts too, as at piquet, we’ve seen
Good cards discarded, and worse taken in.”

—WYCHERLEY.

[Beginning of eighteenth century.]

In Pope’s “Moral Epistle” the character of Lord Godolphin (*d.* 1712) is sketched. It appears that he piqued himself more on his skill in gaming than on his political reputation, and that Piquet was one of his accomplishments.

“His pride is in piquette,
Newmarket fame, and judgment in a bet.”

And a few years later Piquet is referred to in the “Spectator:”—“Instead of entertaining themselves at ombre or piquet, they would wrestle and pitch the bar.”

In 1719 appeared Thomas D’Urfey’s celebrated poems “Wit and Mirth: or Pills to purge Melancholy.”

The first volume contains “A Poole at Piquette, The Words made and set to a Tune, by Mr. D’Urfey, made at Ramsbury Mannor.”

“Within an Arbour of delight,
As sweet as Bowers Elisian
Where famous *Sidney* us’d to write
I lately had a Vision :
Methought beneath a Golden State,
The Turns of Chance obeying,
Six of the World’s most noted great,
At *Piquette* were a playing.

“The first two were the brave *Eugene*
With *Jendosme* Battle waging ;
The next a Nymph who to be Queen,
Her *Monsieur* was Engaging :
The *Fleur de Lis* Old *Maintenon*
With sanctified *Curero* ;
And next above the scarlet *Don*,
Queen ANNE, and *Gallick Nero*.

“The Game between the Martial braves,
Was held in different Cases ;
The French man got Quatorze of Knaves.
But Prince *Eugene* four Aces :
And tho’ the ’tothers eldest Hand
Gave Hopes to make a Jest on’t,
Yet now the Point who soonest gain’d
Could only get the best on’t.

“From them I turned mine Eyes to see
The Church man and the Lady,
And found her pleas’d to high degree
Her Fortune had been steady,
The Saints that cram’d the *Spanish* Purse
She hop’d would all oblige her,
For he had but a little *Terse*
When she produc’d *Quint-Major*.

“And now betwixt the *King* and *Queen*
An Empire was depending ;
Within whose mighty Game was seen
The Art of State-contending :
The *Monsieur* had three Kings to win’t
And was o’er *Europe* roaming,
But her full Point *Quatorze* and *Quint*
Won all and left him foaming.”

In the time of Anne (1702), card-playing was the rage in every part of civilised Europe. In England it was both fashionable and popular, then and during the greater portion of the Georgian Era, Ombre being, according to Chatto, the favourite game with ladies, Piquet with gentlemen *par excellence*, the middle classes preferring Whist, and the lower orders patronising All-fours, Put, Cribbage, and Lanterloo (Loo). Piquet was chiefly played by club men. In Walpole’s Letters (Vol. II., p. 315,) a story is told of Selwyn’s walking into White’s, in November, 1752, where he found James Jeffries playing Piquet with Sir Edward Falkener, who was, at that time, Joint Postmaster-General. “Oh,” quoth Selwyn, “he is now robbing the mail !”

About the middle of the eighteenth century Bath was the head-quarters of fashionable card-playing, and Piquet was one of the games indulged in. A notorious gambler, named Lookup, used to play there a great deal up to the time of his death in 1770. He won large sums of Lord Chesterfield, chiefly at Piquet, and with his winnings built some houses at Bath, which he jocularly called “Chesterfield Row.”

Though Piquet was much played in the clubs and

at Bath, it never appears in this country to have been the game of the masses, as it is in France. The Bath play continued until about the year 1840, a *coterie* of distinguished Piquet players constantly meeting there during the early part of the present century; and the club play continued at White's and Graham's. When the Bath play declined, and Graham's club was broken up, Piquet pretty well died out in England, almost the only place where it was regularly played being the Portland Club. Recently Piquet has revived; though even now it can scarcely be called a popular game.

The literature of Piquet furnishes some additional materials for its history, more especially as regards the way in which it was formerly played.

The earliest work on Piquet extant is probably "*Le Royal Jeu de Piquet plaisant et recreatif. Reueu et corrigé en cette derniere Edition, pour le Contentement de ceux qui font Profession d'en observer les Regles. Rouen (1647).*" This is not the first edition, but is the only one in the British Museum. It was translated into English in 1651, with the following title:—"The Royall and delightfull game of Piquet written in French and now rendred into English out of the last French edition. London. Printed for J. Martin and J. Ridley, and are to be sold at the Castle in Fleet-street nere Ram alley."

The following is the translation of the preface:—

"There comming to my hands, not long since, a small Treatise, concerning the game of PICQUET, and having perused the same; I have since thought fit to communicate

it to the World; as being a game approved of everywhere, especially among the Gentry, and persons of Honour. It is a kind of Diversion, so sweet, and pleasing, as that it makes the houres slide away insensibly: it easeth the Gouty person; cleares up the melancholicke spirit; and refresheth the pensive Lover. These considerations are of sufficient force to put in any one a desire to the Play: But that which should most stir you up to the purchasing of this Booke, is, that you have here laid downe before you, an absolute, and exact account of the whole Game, and have all the difficulties, that may arise therein, fully resolved. If you therefore but observe the Rules and Maximes here delivered; you shall avoid all the quarrells, which usually arise amongst Gamesters, for want of being thoroughly informed in the Game; and shall preserve mutuall Society, which is the Bond that unites all things. Be sure, therefore, that you purchase this Booke: For in so doing, you shall not only much advantage your selves, but me also."

According to this treatise the game was played with thirty-six cards, the sixes remaining in the pack; the set or number up was a matter of agreement, but was usually fixed at a hundred, it being "in the choice of the Gamesters to make it more or lesse." In cutting for deal, more than one card must be "lifted," as the top one might be known by the back. In this remark we have the reason for several of the severe rules which formerly obtained at Piquet, such, for instance, as allowing no change of discard after touching—not looking at, but touching—the stock. In the days when cards were not so well manufactured as now, it is easy to understand that a pack might frequently contain marked cards, and, therefore, no

one was allowed even to touch the stock without penalty.

In cutting for deal, "whichsoever of the two dips the least card" deals. The deal was either by two at a time, or by three or four at a time, to each player, at the option of the dealer; but he was bound to continue dealing through the game as he began, or, at least, to announce, before the cut, that he would change his method. The same object is apparent here as before, viz., that no advantage should be taken of a marked card. In England the general practice is to deal by two at a time; in France the deal may be by two or three at the option of the dealer, but, now-a-days, not by four. Twelve cards were given to each player, and twelve were left in the stock, of which the elder hand might take eight, the younger, four; each player being bound to discard one card. With thirty-six cards it was possible for both players to hold a *carte blanche*, and this case is provided for, the two annulling each other. The pique and repique are spelt *picq* and *repicq*. The point was called the ruffe, in the French Treatise, *ronfle*. The description of the way of counting the point explains why points ending in a four counted one less than the number of cards. The point was not formerly reckoned by cards but by tens (*dixaines*); and "For every Ten that he can reckon, he is to set up One. As, for example, for Thirty, he is to reckon Three, for Forty, Foure: and so upward. Where, by the way, it is to be noted, that you are to reckon as much for Thirty five as for Forty; and as much for Forty five as for Fifty: and so of the rest: but

for thirty six, thirty seven, Thirty eight, or Thirty nine, you are to reckon no more than for Thirty five: in like manner as for Thirty one, Thirty two, Thirty three or Thirty four, you are to reckon no more than for Thirty." When the game came to be played with thirty-two cards, points ending in a two or in a three could no longer be held, but those ending in a four could, and, the old method of reckoning being continued, it seemed as though a point ending in a four was an arbitrary exception to the rule of reckoning one for each card.

A curious expression is used in respect of the highest sequence making good all lower ones in the same hand, notwithstanding the adversary may hold intermediate ones. The best sequence is said to "drown" all the sequences held by the opponent. Cards under a ten did not reckon in play. It seems that in Paris it was permitted to amend incorrect calls of point or sequence, but not in Provence or Languedoc, where "the First word is alwaies to stand."

A few years later was published "*La Maison Académique* (Paris, 1659)," in which appears "*Le Jeu de Picquet*" as then played. The general directions for play are almost identieal with those in "*Le Royal Jeu de Picquet*."

"Wits Interpreter: the English Parnassus. Third Edition, with many additions by 'J. C.' (1671)," contains in one part, "Games and Sports now us'd at this day among the Gentry of England, &c." Under "The Ingenious game called Picket" are directions

for playing, generally resembling those given in "The Royall and delightful game of Picquet."

The directions for play given in Cotton's "Compleat Gamester (1674)" are very similar to those in the earlier treatises.

The "*Académie Universelle des Jeux*" contains Piquet; and nearly all editions give it the first place among the card games. The work has been translated into English under the title of "The Academy of play, containing a full description of; and the laws of play now observed in the several academies of Paris, relative to the following games [here follow the names of thirty-three card games]. From the French of the Abbé Bellecour. London Printed for F. Newbery, the Corner of St. Paul's Churchyard, Ludgate Street" (no date).

The description both in the English and the various French editions from 1659 to the present day is very similar to that already given in the abstract from "*Le Royal Jeu de Piquet*." The only changes of importance are that thirty-two cards are substituted for thirty-six, and consequently that the number taken after discarding is five instead of eight elder hand, and three instead of four younger hand: that the *roufle* or ruffe is called the point; that sometimes every card of the point is allowed to count; and that all cards count in play (though in some editions the counting of cards below a ten is optional).

The above changes in the mode of play were introduced about the end of the seventeenth century, as appears from "The Compleat Gamester," (1709). After

stating that the twos, threes, fours, and fives are thrown out, this edition adds, in a note, "These were the Rules of the Game when it was play'd with the sixes, but however the Rules hold for the Game as it is play'd at present without the Sixes, only when it is play'd without the Sixes the Elder Hand is to take Five of the Eight Cards in the Stock."

The origin of the proverb that "Piquet is not a game of surprise"—a saying not always true of the game—is to be found in the old treatises. It refers mainly to changing the suit when playing the cards:—

"L'on observera que, comme il n'y a point de surprise [in playing the cards] au jeu de Piquet, celui qui en jouant ses cartes change de couleur, doit nommer la couleur dont-il joue: faute de quoi, celui qui aurait fourni, comptant qu'il continuerait à jouer de la couleur dont-il jouait auparavant, serait en droit de reprendre la carte jétée, quand même elle serait de la couleur jouée."

In the "Court Gamester," by Seymour (1719), afterwards amalgamated with the "Compleat Gamester," the general scheme is as before. There are some quaint remarks peculiar to this treatise which deserve quotation. Speaking of tierces and other sequences, Seymour observes "These Terms may sound a little like conjuring, to Persons that don't understand them; but they are only the *French* Terms that we make use of, because we have not *English* whereby to express the same thing in one Word." Further on, after explaining the annulling of small sequences by large ones, he adds, "Thus, among Cards as well as Men, the Great still overcome the Small."

The directions are repeated in seven editions up to 1750; in the fifth edition it is stated that "Piquet is now become so common that even the meanest people have become instructed, and let into all the Tricks and Secrets of it." This, however, seems doubtful, unless by the meanest people such players as Lookup and other professionals are intended. In the eighth edition (1754) a number of Hoyle's rules and cases are plagiarised.

The last work of any importance is Hoyle's "Short Treatise on the Game of Piquet (1744)." This, though written in a somewhat obscure style, contains much valuable instruction, and also the laws of the game, which have been the only authority in this country ever since the short treatise appeared. Hoyle's laws were twenty-six in number, and are all observed by strict players. Editors of Hoyle, however, subsequent to 1800, have taken the liberty of adding nine other laws on their own account. These added laws have no weight, and, in several instances, the practice of club players is opposed to them.

Hoyle does not fix the number the game is to be played up, probably because it was still a matter of agreement in his day. His editors, however, in copies published after Hoyle's death, say the game is a hundred-and-one up. *Piquet au cent* is played a hundred-and-one up in some parts of France at the present day; but the practice in this country, and in Paris when *Piquet au cent* is played, is to make the game a hundred up. *Piquet au cent* is now (1885), however, almost entirely superseded by the Rubicon game.

It is somewhat remarkable that so fine a game as Piquet should have been almost entirely neglected by writers on games from 1744 to 1873 (nearly a hundred-and-thirty years), except by editors of Hoyle. This is the more singular, as it is generally admitted that Hoyle's laws and directions for play, though excellent as far as they go, are by no means complete. In the following pages an attempt has been made to supplement Hoyle's work, by giving a full description of the modern game (Piquet *au cent* being now seldom played), and by enlarging more thoroughly on the various points of play.



DESCRIPTION OF THE GAME.

INTRODUCTORY.

THE Game of Piquet is played by two persons, with a pack of thirty-two cards—the sixes, fives, fours, threes, and twos, being thrown out from a complete pack. It is convenient to have two packs, each being used alternately.

DEALING.

The players cut for deal. The highest has choice. The order of the cards, both in cutting, calling, and playing, is ace (highest), king, queen, knave, ten, nine, eight, seven (lowest). The pack is then cut by the non-dealer, or *elder hand*, to the dealer, or *younger hand*, who re-unites the packets and gives the top two cards to his adversary, the next two to himself, and so on, dealing two cards at a time to each player, until they have twelve cards a-piece. Or, the deal may be by three at a time. The dealer places the undealt cards (called the *stock*), eight in number, face downward on the table between the players. (See also Laws 1-17, pp. 1-3.)

DISCARDING.

The players then look at their hands and proceed to *discard*, *i.e.*, to put out such cards as they deem advisable (but see p. 69). They then take in an equivalent number of cards from the stock. The

elder hand has the privilege of thus exchanging five of his cards. He may take any less number, but he must exchange one. He separates his discard from his hand, places it aside, face downward on the table, and takes from the top of the stock the number of cards discarded.

If the elder hand takes all his five cards he leaves three for the younger hand. If he discards less than five cards (leaving more than three in the stock) he must announce the fact by saying "I only take four,"—or three, or less, as the case may be; or, "I leave a card,"—or two, or more cards, as the case may be.

When the elder hand discards less than five cards he is entitled to look at the cards he leaves. For example: If he discards four cards, he takes the top four cards of the stock, and looks at the fifth, the one left on the top of the stock after he has taken his four. If he discards but three cards, he may similarly look at the two cards left, and so on. He returns the cards thus looked at to the top of the stock without showing them to his adversary.

The younger hand has the privilege of discarding three cards. He is obliged to discard one.

If the elder hand has left any of his cards, the younger hand may take all that remain in the stock, discarding an equal number. Thus, if the elder hand has left one card, the younger may take four, viz., the one left and his own three. He separates his discard from his hand, and lays it aside as explained in respect of the elder hand; and, in a similar way, takes his cards from the stock after the elder hand has taken in.

Whether the elder hand takes all his cards or not, the younger hand must take his cards from the top of the stock, including any card or cards that may have been left by the elder hand. For instance, the elder hand takes four cards; the younger hand only takes two, and leaves two cards. He must take the card left by the elder hand and the top card of the other three, and must leave the bottom two.

If the younger hand leaves any cards, he announces the number left. He has a right to look at cards he leaves, at any time before he plays to the first trick, but not afterward. He must declare whether he will look at them or not as soon as the elder hand has named the suit he will first lead (which he generally does by leading a card). If the younger hand looks at them, or at any of them, he must also show all that are left to the elder hand, the elder hand first naming the suit he will lead. If the younger hand elects not to look at the cards left, the elder cannot see them.

Cards left untaken, and not looked at, must be kept separate from the hands and discards.

Each player may look at his own discard at any time during the play of the hand; but he must keep his discard separate from his other cards (see also Laws 21-45, pp. 4-8).

CALLING AND SHOWING.

The discarding and taking in being over, the players next announce or *call* certain combinations of the cards in hand, and, if *good*, score for them. These combinations are point, sequences, and quatorzes and trios.

The point must be announced first (Law 46). It is scored by the player who calls the suit of greatest number. If each player's best suit contains an equal number of cards, the point is then scored by the one who calls the suit of greatest strength, according to the following way of valuing it:—The ace is valued at eleven, each of the court cards at ten a-piece, and the other cards at the number of pips on each.

The elder hand calls his point. Suppose his best suit to consist of five cards. He would call "Five cards." If the younger hand has no suit of equal or greater number, he replies "Good." The elder hand then names the suit, saying "In spades," or as the case may be, and counts one for each card, saying "Five."

If the point called by the elder hand happens to be equal in number to the best suit of the younger hand, he says "Equal." The elder then announces the value of his cards. Thus, if the elder's point is ace, king, knave, nine, eight, he would say "Forty-eight," or "Making eight." If the younger hand's five cards make less than forty-eight, he replies "Good," and the elder then names the suit. If the younger hand's point makes exactly forty-eight, he says "Equal." The elder hand then names the suit in which his equality is, but does not count anything for it.

If the younger hand's five cards make more than forty-eight, he says "Not good," and the elder hand does not name the suit he called.

If the younger hand has a point consisting of a greater number of cards than the one called by his

adversary, he says, "Not good," and the elder does not name the suit he called.

When the younger hand's point is equal, he names the suit after the elder has finished calling his hand and has led a card, but he does not count anything for point. If the younger hand's point is good, he names the suit and reckons one for each card of the point as soon as the elder has led a card.

A player calling a point which is smaller than his best suit, can correct his miscall before the younger hand has answered "Not good," or "Equal."

It is usual, but not compulsory, to call sequences next after point; but quatorze or trio may be called before sequence, without prejudice to a subsequent call of sequence.

The elder hand should first call his best *sequence*. Any three or more cards of the same suit held in hand in the order given at p. 57 constitute a sequence. Sequences and the amounts reckoned for them when good are as under:—

A sequence of eight cards (named a huitième) scores eighteen.

„	seven	„	„	septième	„	seventeen.
„	six	„	„	sixième	„	sixteen.
„	five	„	„	quint	„	fifteen.
„	four	„	„	quart	„	four.
„	three	„	„	tierce	„	three.

Sequences are further defined by name according to the card which heads them. Thus, a sequence of king, queen, knave, is named a tierce to a king; ace, king, queen, is called a tierce major; and so on for other

sequences headed by an ace. A sequence of nine, eight, seven, is called a tierce minor; and so on for other sequences of the lowest cards.

Whether or not a sequence is good is determined by (a) the number of cards it contains, and by (b) the highness of the cards. A higher sequence is superior to or good against a lower one containing the same number of cards; but a sequence containing a greater number of cards, even though low ones, is good against a higher sequence containing fewer cards. For example: a tierce major is good against any other tierce; a quart minor is good against a tierce major.

The elder hand, when calling his sequence, names it thus: "A quint minor," "A quart to a queen," or whatever it may be. The younger hand says, "Good," "Equal," or "Not good," as in the case of the point. If good or equal, the elder hand then names the suit in which his sequence is. If not good, the younger calls his sequence, and names the suit in which it is, after the elder has finished calling and has led a card.

When a player has a sequence that is good, he reckons one for each card of it, and an additional ten if it is a sequence of five or more cards (see p. 61). The player whose sequence is allowed to be good, is also entitled to reckon all smaller sequences in his hand, notwithstanding that his adversary holds a sequence of intermediate value. For example: A has a quart to a queen (queen, knave, ten, nine) and a tierce minor (nine, eight, seven); B has a quart to a knave (knave, ten, nine, eight). A calls a quart to a

queen, which is good. He scores four for it, and then calls the tierce minor, and scores three for that. B's quart to a ten counts nothing, and does not prevent A from reckoning the tierce minor.

If the two players' sequences are equal, the equality is called by both, and neither scores anything for sequence, even though one player may hold a second sequence of equal value, or an inferior sequence. The equality of the superior sequence nullifies the whole. Thus: A calls a tierce major; B says, "Equal." A and B are precluded from scoring a second tierce major or any smaller sequence.

If the elder hand inadvertently calls a low sequence, holding a higher one, he may correct his miscall before it has been replied to by the younger hand. After the younger hand has replied, "Good," or "Equal," the elder must abide by his call, and can only reckon sequences equal to, or lower than, the one he called. Thus: A has a quart minor and a tierce minor. If he first calls a tierce minor, and it is admitted to be good, he can reckon two tierce minors, but he cannot reckon the quart.

There is one exception to this. If the elder hand calls a sequence that is *good against the cards* (i.e., better than any sequence the younger hand could possibly have in hand and discard taken together), he can reckon any sequence he holds, even though it is better than the one called. For example: A has a quart to a king, and a tierce to a queen, good against the cards. If he calls a tierce to a queen, he may afterward reckon his quart.

Some players show all that they claim as good or equal; this, however, is not compulsory, unless the cards are asked for. But it is a safe plan to show point or sequences, especially for novices. For, a player who voluntarily shows anything which he claims to be good or equal is liable to no penalty for miscalling. (Law 55).

As the law now stands, calling is equivalent to showing. Hence, if A calls, say, "Forty-eight in diamonds," the only diamonds he can hold being ace, knave, ten, nine, eight, B is deemed to know that A holds a quart. A forgets to reckon his quart, and leads a card. B cannot reckon any equal or inferior sequence. If A remembers he has not reckoned the quart, he can rectify the omission before B has played to the first trick. (See Law 56, p. 10, and Case IV., p. 20).

The younger hand is not bound to call his best sequence first. Thus, if the elder has called a tierce major, and the younger has replied "Not good," the younger is at liberty to show and count a tierce minor first, and then a quart or larger sequence. The reason for the difference between the elder and younger hands in this respect is that the younger is only reckoning (adding up his score); but the elder is ascertaining whether what he calls is good, and, by calling a lower sequence before a higher, he might gain information as to the contents of his opponent's hand to which he is not entitled. The elder hand, however, having called a sequence which is good, may reckon lower sequences in any order for the same

reason, viz., that he is then only adding up his score.

After sequence (but *see* p. 61), *quatorzes* (i.e., four aces, kings, queens, knaves, or tens), or *trios* (three of any of these), are called and reckoned as before, except that in this combination there can be no equality. Quatorzes or trios of cards smaller than tens are of no value. A quatorze if good reckons fourteen (one for each card with ten added); a trio if good counts three. Any quatorze is good against a trio; thus, four tens are good against three aces. If each player has a quatorze the highest is good; the same if each has a trio; but, as in the case of sequences, anything that is good enables the player to count all smaller combinations of four or three in his hand, and nullifies any that the adversary may hold of intermediate value. For example: A has four tens and three knaves; B, three aces. A scores fourteen for tens, and three for knaves; and B does not count his aces.

A quatorze or trio is called thus: "Four aces," "Three queens," or as the case may be. The younger hand then says "Good" or "Not good" as before. The cards of a quatorze or trio are never shown on the table. The adversary, however, has a right to demand their production if he thinks fit.

The reason that quatorzes are not shown is that when aces, kings, queens, knaves, or tens are called, the adversary knows what the cards are. When a player might hold a quatorze, but only calls three of that kind (as, *e.g.*, A calls three kings, when he might have held four), the adversary is entitled to

know which card is not reckoned. In the case of the example given, B might say, "Show your kings," by which means he would ascertain the king that is not called. But the usual course is for B to say, "Which king do you not reckon?" and A is bound to reply. The question should be put in this form, as B is not to assume that A has put out a card, merely because he does not call it; and A is not bound to admit that he has not called a card (whether by inadvertence or design) which he holds in his hand. If, therefore, the question is put in another form, *e.g.*, "Which king have you put out?" and A has not put out a king, but holds four having called three, A is entitled to reply, "I do not reckon the king of spades," or of the suit in which he deems it best to conceal the king from his adversary. A, in giving this answer, assumes, as he is entitled to do, that B has asked the regular question. A leaves it doubtful whether he has a king out or not; and all piquet players understand A's reply in that sense.

In calling quatorzes or trios the elder hand should call his best first, as, if he calls a lower one, he cannot afterward reckon a higher one, unless the lower one is good against the cards. If the one first called is good, any lower ones may be reckoned without regard to order, as in the case of sequences.

The younger hand may reckon his quatorzes or trios, if good, in any order. He is not obliged first to call his best, and he may rectify a miscall of any kind until he has played to the first trick, for the reason already given (see p. 64).

After the elder hand has called his hand, and reckoned all that he has good, he leads a card. Before playing to this card, the younger hand reckons all that he has good, or calls all that he has equal.

It should be understood that a player is not bound to call anything unless he pleases, and that he may always call less than he holds, if he does not desire to expose his hand by calling the whole of it. Thus: A has two quart minors. For some reason he desires his adversary to suppose he has put out a card of one of these suits. He calls a quart minor, which is good, and then a tierce minor, concealing one card of his second quart. This is called *sinking* a card. Examples of hands where it is not advantageous to call or show everything that is held will be given in their place. (See also Laws 46-56, pp. 8-10.)

PLAYING.

The players having called what they have good or equal, and reckoned what they have good, the next step is to play the hands. The elder hand leads any card he pleases, and his opponent plays to it. The younger hand must follow suit if able, but otherwise he may play any card he thinks fit.

Two cards, one played by each player, constitute a *trick*. The trick is won by the player who plays to it the higher card of the suit led. A player is not obliged to win the card led unless he chooses, if he can follow suit without. The winner of the trick

leads to the next, and so on, until all the twelve cards in each hand are played out.

During the play the leader counts one for each card led. He counts one whether he wins the trick or not. If the leader wins the trick, his adversary counts nothing in play; but if the second player wins the trick, he also counts one. The winner of the trick again counts one for the card he next leads, and so on.

The winner of the *last trick* counts two instead of one.

The tricks are left face upward on the table in front of the player who wins them. They may be examined by either player at any time.

If each player wins six tricks, the cards are *divided*, and there is no further score. If one player wins more than six tricks (called winning *the cards*), he adds ten to his score, beyond what he has counted in hand and play. If one player wins every trick (called winning a *capot*), he adds forty to his score instead of ten.

All cards scored for as good, or called as equal, must be exhibited to the adversary if demanded during the play of the hand. This, however, does not apply to a call of an equal *number* of cards for point by the younger hand, when the *strength* of his point is inferior to that of the elder's. Among players, the cards are not as a rule exhibited; but all necessary questions with regard to them are replied to. Thus, A scores a point of five cards, and plays three of them. Presently, B wants to refresh his memory, so he says, "How many of your point have you?" and A is bound to reply, "Two." Similarly,

if A had scored three kings, B is entitled to a reply to the question, "What kings have you in hand?" or B might ask, "Have you anything in hand that you have called?" when A must tell him. It should be remembered that the opponent is only entitled to the information as to cards called for the purpose of scoring, or of preventing an adverse score. The inquirer is bound in effect to say, "How many of so and so have you that you have called?" If instead A says, "How many hearts?" and B holds three, but has only called two of them, B is entitled to reply, "Two that I have called," or simply "Two." This is understood by piquet players as leaving it doubtful whether B has a third heart, and not necessarily that he has discarded one. (See also Laws 57-60, pp. 10, 11.)

CARTE BLANCHE, PIQUE AND REPIQUE.

In the foregoing pages *carte blanche*, *pique*, and *repique* have been omitted in order to simplify the description of the game.

If either player has dealt to him a hand which contains neither king, queen, nor knave, he holds *carte blanche*. This entitles him to score ten. Before he takes in he must show the *carte blanche* by dealing his cards quickly one on top of the other, face upward on the table, after which he retakes them into his hand. If either player has *carte blanche*, he must inform his adversary at once, by saying, "I have a *carte blanche*," or "Discard for *carte blanche*."

As soon as the adversary has discarded, the *carte blanche* is shown him. (See also Laws 18-20, p. 3.)

If the elder hand scores, *in hand and play*, thirty or more before his adversary counts anything that hand, he wins a *pique*. A *pique* entitles the player to add thirty to his score; but in all other respects the hand is played as already explained. For example: A has a quint major, which is good for point and sequence, and three aces, which are also good. He counts twenty for the point and quint, and three for the aces, and then leads the quint major and the two aces, or one of the aces and some other card. This makes him thirty; and as his adversary has not scored anything, it is a *pique*. A, when he leads the card which makes him thirty, instead of counting "Thirty," counts "Sixty." It is not necessary that the card led which makes thirty should win the trick. The elder hand, having reckoned twenty-nine when his adversary has reckoned nothing, and having the lead, wins a *pique* if he leads any card.

If a player scores *in hand alone* thirty points or more by scores that reckon in order before anything that his adversary can count, he wins a *repike*. A *repike* entitles the player to add sixty to his score. Thus: if a player has point, quint, and quatorze (all good), he *repiques* his adversary. He counts five for point, fifteen for sequence, making twenty, and fourteen for quatorze, making thirty-four. Instead of counting "Thirty-four," he counts "Ninety-four."

In all other ways, the hand is played as already explained.

Equalities do not save a pique or a repique. In the case of an equality, the game proceeds as though no such score existed. Thus: A has point equal, quint and quatorze, both good, and leads a card. He wins a pique.

SCORING.

During the progress of the hand, each player continues to repeat aloud the amount of his score that hand for the time being (see Example, pp. 76, 77). At the end of the hand, the number scored is written on a *scoring card*, each player recording both his own and his opponent's score, in separate columns.

Although the scores are, for the sake of convenience, *recorded* only at the end of the hand, they are *recordable* when they accrue; whether made by the elder or younger hand, in the order given in the following table of precedence:—

1. Carte blanche.
2. Point.
3. Sequences.
4. Quatorzes and trios.
5. Points made in play.
6. The cards.

It is important to bear in mind this order of accretion in the case of piques or repiques. Thus, a pique can only be won by the elder hand, as the card he leads

counts one *in play* before the younger hand plays ; hence it stops a pique. But the one reckoned by the elder hand, when he leads his first card, does not prevent his being repiqued if he has nothing good, and the younger hand can score thirty or more in hand, because points made in hand reckon before points made in play. So, also, if the elder hand scores thirty or more in hand, he does not necessarily gain a repique. Thus he may have a quint (good), a tierce, and a quatorze (good). But if his point is not good, he does not gain a repique, although he scores thirty-two in hand alone ; because the younger hand's point is reeordable in order before the sequences and quatorze.

To take another example : A (elder hand has a huitième (good for twenty-six) and a tierce (good for three more). He then leads a card, and thus reaches thirty. B (younger hand) has three tens which are good. The three tens reckoning in order before the point made in play by A, save a pique.

Carte blanche, taking preeedence of all other scores, saves piques and repiques, Carte blanche counts toward piques and repiques just the same as other scores. Thus : a player showing a carte blanche, and, after discarding, having point and quint (both good), would repique his adversary.

A eapot does not count toward a pique, as the forty for the eapot are added after the play of the hand is over. For instance : A (elder hand) has ace, king, queen, knave, eight of spades ; ace, king, knave, ten, eight, seven of hearts ; and ace of diamonds. His

point and quart are good. These, with three aces, reckon thirteen. He wins every trick, and his total score is twenty-six. He adds forty for the capot, making him sixty-six. He does not gain a pique, as he only made twenty-six in hand and play.

A player who reckons nothing that deal as a penalty (see Laws 25, 27, 28, 29, 31, 33, 35, 54, and 58) is not piqued or repiqued if he holds any cards which, but for the penalty, would have scored before his adversary reached thirty.

A *partie* consists of six deals, each player dealing three times. The *partie* is won by the player who makes the higher score in six deals. If both players score the same number, each deals once more. If there is a second tie, the *partie* is drawn.

By agreement the *partie* may consist of only four deals, the scores in the first and last deals counting double. In case of a tie, each deals once more, the scores in the extra deals counting single.

The winner of a *partie* deducts the points scored by his opponent from his own, and adds a hundred to his score. Thus:—A scores in the six deals 131; B scores 113. A wins $131 - 113 = 118$ points. Should the loser score less than a hundred in the six deals, the winner (whether he has made a hundred or not), adds the points scored by his adversary to his own, instead of deducting them, and also adds a hundred to his score. Thus:—A scores 125; B scores 81. A wins $125 + 81 = 206$. This is called winning a *Rubicon*. (See also Laws 61-74, pp. 12-14.)

When, at the beginning of the last hand, a player finds he cannot save his Rubicon, and there is no capot against him, the cards are not played. The loser adds two to his score (besides anything he may have called that is good); the winner adds thirteen to his score, and ten for the cards. The loser must score two to save a capot. If he is capoted, he only adds one to his score, elder hand, and nothing, younger hand.

Scoring cards and pencils are required. The following diagram shows a card ruled for six parties,

A	B	A	B	A	B	A	B	A	B	A	B
27	13	15	30	20	18	28	14	23	12	<u>Tot als.</u>	
15	31	75	4	4	115	11	36	9	25	150	476
44	6	45	6	10	42	22	12	40	8	416	141
18	29	32	12	33	11	8	41	15	26	126	
35	12	6	38	3	74	19	17	27	13	692	617
25	23	51	2	5	41	15	24	16	20	617	
164	114	224	92	75	301	103	144	130	104	75	
14		192			175		3	4			
150		416			476		141	126			

or for five parties if the totals are recorded on the same card.

The game is generally played for so much a point, but odd money is not reckoned. Thus suppose A and B

agree to play five parties, and that A's total gain is 75 points as shown on the card. At penny points A wins six shillings, the points above 72 not being reckoned. At sixpenny points, A would reckon as though he had only won 70 points, nothing under ten shillings being reckoned. At shilling points A would reckon as though he had only won 60 points. Of course players can fix their points as low as they please. Penny points are about equal to sixpenny points, with a shilling on the rubber, at Whist.



EXAMPLE.

The following Example will show more distinctly than mere description the mode of playing the game. The reader, if previously unacquainted with Piquet, is advised, after reading the Description of the Game (pp. 57-75), to play over the Example, and then to re-peruse the description. When playing the Example, it is advisable, in the case of learners, to place the cards face upward on the table.

A and B are the players.

A (elder hand) has dealt him ace, king, knave of spades; ace, queen, knave, eight of hearts; knave, eight, seven of clubs; and nine, eight of diamonds.

He discards king of spades; eight, seven of clubs; and nine, eight of diamonds.

He takes in nine, eight of spades; king of hearts; nine of clubs; and king of diamonds.

B (younger hand) has ten, seven of spades; ten, nine, seven of hearts; king, queen, ten of clubs; and ace, queen, knave, ten of diamonds.

He discards seven of spades, and nine, seven of hearts.

He takes in queen of spades, ace of clubs, and seven of diamonds.

The game then proceeds thus:—

A (calls his point), “Five cards.”

B (says), “What do they make?”

A (replies), "Forty-nine," or "Making nine."

B (replies), "Good."

A (says), "In hearts, and quart major."

B, "Good."

A (counting his point and sequence), "Five and four are nine." "Three knaves?"

B, "Not good."

A (leads ace of hearts, and says), "Ten."

B (says), "Four tens fourteen, and three queens seventeen." (Plays the ten of hearts.)

A (leads all the hearts, and says), "Eleven, twelve, thirteen, fourteen."

B (plays seven, ten, knave, and queen of diamonds, and, repeating his score, says), "Seventeen."

A now has five tricks, and, in order to win the cards, he should lead anything but a spade; for B, having called queens and tens, must have queen, ten of spades.

A (leads king of diamonds, and says), "Fifteen."

B (wins with ace of diamonds, and says), "Eighteen."

B (leads ace, king, queen, and ten of clubs, and says), "Nineteen, twenty, twenty-one, twenty-two,"

A (plays nine, knave of clubs, and eight, nine, of spades, and, repeating his score, says), "Fifteen."

B (leads queen of spades, and says), "Twenty-three."

A (wins with ace, and says), "Sixteen," (and then leads knave of spades, and says), "Eighteen," (and then adding the score for the cards, says), "Twenty-eight."

B (repeating his score, says), "Twenty-three."

A then writes on his scoring card, 28, 23; B writes on his card 23, 28; the cards are gathered up by B, and the other pack is cut for A's deal.

POOL PIQUET.

Sometimes Piquet is played by three persons. Each puts in a sum agreed on to form a *pool*. The players then cut; the lowest is out, and the other two play four hands, the scores in the first and last deals counting double. The loser retires, and adds to the pool a sum equal to his first stake; a sum double his first stake, if he loses a Rubicon. The player who was out during the first partie takes the loser's seat, and plays with the winner of the first partie, dealing to him. If the player who won the first partie also wins the second, the loser adds another stake to the pool, the winner takes the pool, and a fresh pool is commenced; but, if the winner of the first partie loses the second, he adds a stake to the pool and retires, and the loser of the first partie takes his place; and so on, until one player wins two parties consecutively.

Sometimes only the two who play contribute to the pool in the first instance; but the better way is for all three to stake at first, as above stated.

The player who goes out after the first partie may correct the reckoning of the one who takes his place; but he must not advise him in the conduct of his hand, except by agreement.

Sometimes three players play a *chouette*, one playing against the other two by turns. The player who is out advises or not by agreement. The single player takes double stakes as at dummy. A partie *à la chouette* generally consists of six deals.

HINTS TO LEARNERS.

1. There is a slight advantage in having the first deal. The player who deals first is elder hand in the last deal of the partie, and is the attacking hand at the time when he has the best opportunity of discarding or playing to the score.

2. On taking up your hand, do not forget to look for *carte blanche*.

3. Before discarding, look through your hand to ascertain what there is against you. It will assist greatly, in doing this, to bear in mind that there is no quint against you in a suit of which you hold either (*a*) knave, or (*b*) ten, or (*c*) queen and a small card, or (*d*) king with eight or nine, or (*e*) ace, nine.

4. When discarding, elder hand, your main object should be to plan an attack. The first care of the younger hand, on the contrary, should be to guard his weak places, after which, he may ascertain if he has a chance of attacking anywhere. In other words, the elder should play a bold game, often discarding for a pique or a repique. The younger hand should play more on the defence. Thus: the elder hand may freely unguard kings or queens, or discard suits of which he holds small cards only. The younger hand should do just the reverse; he should keep guards to

kings or queens, and, as a rule, should not entirely denude himself of a suit of which he holds small cards only, for these small cards may guard high ones taken in. The elder hand, having to take five cards, can afford to run risks which the younger, having to take but three, cannot. And, in addition, the elder hand has the first lead; and he will probably lead his best suit, the one in which his adversary is most likely to be unguarded.

5. Keeping the best suit for point is essential in most hands, and especially when you are younger hand. Point is of much greater consequence than beginners suppose. Gaining the point makes an average difference of more than ten to the score, and, what is more important, it saves piques and repiques. It is, therefore, seldom the game for either player to discard from the suit which he selects for point.

6. Next in importance to the point are the cards. You should discard in such a way as to give the best chance of dividing or winning the cards. Winning the cards, instead of losing them, makes a difference of about twenty-three or twenty-four points.

7. In consequence of the last consideration, it not unfrequently happens, more especially elder hand, that you should not keep the longest suit for point, when the suit is composed of low cards, and keeping them necessitates the discard of high cards from other suits.

8. It is a common error with beginners at Piquet not to take all their cards, especially if taking the full number involves parting with high cards. The hands where all the cards should not be taken are few.

There is not so great an objection, however, to the younger hand's leaving a card as to the elder hand's doing so; for, in the latter case, the card left may be taken by the adversary, but, in the former case, it is merely excluded from the player's hand. The principal situation for leaving a card, elder hand, is where there is a chance of a great score, and no repique against you.

9. Do not break into several suits in discarding if it can be avoided. For if cards are taken in to a broken suit, it remains ragged. When you have made up your mind to discard from a given suit, it is often right to throw the whole of it. If any card of that suit is kept, it would be (*a*) because it is a winning card; or, (*b*) because it is a guard to a king or queen, more especially younger hand; or, (*c*) because it makes up a quatorze or trio.

10. Cards in sequence are better to keep than cards not in sequence. Thus, queen, knave, ten, is a better suit to keep than king, knave, ten, unless other considerations render it advisable to keep a king in preference to a queen.

11. Trios should be kept if they can be retained without injuring the hand in other respects. Thus, if about to discard a king or a queen of a suit, and you have two other kings, discard the queen; but if you have two other queens, discard the king. It is, however, seldom advisable, younger hand, to put out a high card for the sake of keeping a small trio, especially when there is a higher one or a quatorze against you.

12. The discard is further affected by the state of the score, especially in the last two hands of the partie. If you are a good way ahead, and particularly in the last hand but one, if you have a chance of winning a Rubicon, you should make a safe discard, with the view of dividing or winning the cards, in order to keep your adversary back. On the other hand, if the score is much against you, and you are under a Rubicon, you are justified in making a bold discard. In the last hand, the discard must frequently be regulated by the state of the score. This can best be illustrated by examples. (For numerous Examples of discards applicable to this and to the previous Hints, see pp. 93-114.)

13. In taking in after discarding, always count that you leave the full number of cards for the younger hand, the penalty for mixing one of his cards with your hand being reckoning nothing that deal; and this even if there is an erroneous deal, and there are not the right number of cards in the stock. The younger hand, before taking in, should also count that the proper number of cards are left in the stock; as, if too many are left, and the younger hand mixes one of his opponent's cards with his hand, he can reckon nothing that deal.

14. After taking in, and before calling your hand, always look through it and your discard, to ascertain what remains against you. If there is anything against you which is not called by your opponent, you will probably be able to judge from this some

of the cards he has put out, and you may thereby be materially assisted in playing the cards (but see Hint 17).

15. If your adversary calls a point which is not good, you should at once note in which suit it is, and the number of cards that compose it. If, for example, he calls five cards, making forty-four, his point must be of five cards, without an ace, and ending in a tierce minor. You will thus know five cards in your opponent's hand, which may be of great use to you in playing the cards.

The following table, if learnt by heart, will facilitate a knowledge of the cards of a point which is not good:—

A point of 34 or more, up to 41, must consist of 4 cards.

„	44	„	„	51,	„	5	„
„	54	„	„	60.	„	6	„

A point of 34 must contain 7, 8, 9, and a tenth card.

„	35	„	„	{ 7, 8, and two tenth cards. 7, 8, 9, and an ace.
„	36	„	„	{ 7, 9, and two tenth cards. 7, 8, a tenth card, and an ace.
„	37	„	„	{ 7, and three tenth cards. 8, 9, and two tenth cards. 7, 9, a tenth card, and an ace.
„	38	„	„	{ 8, and three tenth cards. 8, 9, a tenth card, and an ace. 7, two tenth cards, and an ace.
„	39	„	„	{ 9, and three tenth cards. 8, two tenth cards, and an ace.
„	40	„	„	{ four tenth cards. 9, two tenth cards, and an ace.
„	41	„	„	three tenth cards and an ace.

For points from forty-four to fifty-one (containing five cards), it is only necessary to add a tenth card to these. For example : a point of forty-eight must contain eight, and four tenth cards ; eight, nine, two tenth cards, and an ace ; or seven, three tenth cards, and an ace. Fifty can only be made in one way, viz., with nine, three tenth cards, and an ace. Six-card points follow a similar rule ; but for large points, a simpler way of finding the cards that compose them is to see if you have in hand or discard the remaining cards of the suit.

16. If the elder hand calls for point a number of cards equal to yours, you should not declare the equality, when his point must be good. Thus, elder calls "Five cards." He can only hold five cards in one suit, viz., ace, king, queen, knave, eight, making "Forty-nine." You also have five cards, viz., ace, queen, knave, ten, seven, making forty-eight. You should not reply "Equal" to the call of five cards, but should *at once* admit five cards to be good.

17. It does not follow that your opponent, if an experienced player, will call everything he has, or may have, good in his hand. Owing to the advantage in playing the cards derived from knowing an opponent's hand, it not unfrequently happens that he will conceal from you some of his cards, and not call them, although they may be good. You must be on your guard against this manœuvre (which is called *sinking* a card or cards). It is especially resorted to when a player has a suit unguarded, and calling all he has would expose the fact. In order to induce you to believe

that his unguarded card is guarded, the player puts up with the loss of several points in calling his hand, for the chance of afterward saving or winning the cards.

It is useless to practise this stratagem against an indifferent player who does not count your hand. (For Examples of Sinking, see pp. 115-119.)

18. In playing the cards, you must be guided a good deal by what your adversary has called, and also to some extent by what he has not called (see Hint 17). You will generally know several cards in the adverse hand, or will be able to mark some that have been put out; sometimes you will know all the cards. For instance, if the younger hand fails to follow suit to your first lead of a suit of which you could only have five cards, it is evident he has put out three of that suit. You then know every card in his hand and should regulate your play accordingly.

19. Failing direct indications from the calling, it is generally right to commence by leading the point. The chief exception is when you have a small point and there is a tenace in that suit against you, and you have a sequence of high cards in some other suit. A tierce major is almost always a good lead, especially if accompanied by a small card.

20. When throwing to the opponent's lead you will, of course, keep guards to kings or queens. When you have the choice of throwing a card that you have called or one that you have not, you should prefer the former, so as not to expose your hand. Thus, if you hold king, queen of a suit, and have called kings but not queens, throw the king rather than the queen.

21. If you are near a pique, reckon up all the winning cards you have in hand, to ascertain whether you can make thirty before you lose the lead. If you can do so, lead your winning cards one after the other, without considering how many of the remaining tricks you will lose. There is, however, one exception to this. Suppose, in the sixth deal, the score is such that, if the younger hand wins the cards, he saves the Rubicon. In this case, if the elder hand can win the partie without the pique, and can divide or win the cards by not leading his winning cards immediately, but would lose the cards by so doing, he should forego the pique in order to win a Rubicon.

22. If you have five or six tricks and a winning card and the lead, play the winning card, unless *certain* that your opponent holds cards of that suit, either from what he has called or from the cards he has already played; for, by playing otherwise, you risk eleven points for the chance of gaining one for the last card.

23. If, however, one trick does not make the difference of saving or winning the cards, and you remain, at the end of a hand, with a winning card and a losing card, you should generally lead the losing card, in order to win the last trick, unless you can tell that the adversary has none of the suit to which your winning card belongs. For instance, you remain with ace, queen of a suit, and the lead; and there is nothing in the previous play to show that your adversary does not hold the king guarded. The presumption, then, is that he has the king guarded, and you

should lead the queen, in hopes of making the last trick.

24. In playing the cards, the score must be constantly kept in mind, as much depends on the state of the game. For example: Although the rule is to make sure of the cards (see Hint 22), nevertheless, when one point saves the Rubicon, or wins or saves the partie, you should risk the cards for the sake of the last trick. Again: If the elder hand has the best of the partie (see Hint 12), and the elder hand can ensure dividing the cards, he should never risk the loss of them; but, if the younger hand has the best of the partie, it is often to the elder's interest to risk the loss of the cards, if, by so doing, he obtains a chance of winning them.

25. In the last deal of a partie, if your adversary has scored less than a hundred, your object should be to prevent his reaching a hundred, and at the same time to make him score as many as possible, provided you can stop him short of a hundred. You should endeavour to prevent his declaring equalities; and if you cannot win the cards, you should try to compel your adversary to win them. If on the other hand, you see you cannot reach a hundred, your object should be to score as little as possible, to declare equalities, and to divide the cards. (The Play of the Cards will be further illustrated by Examples, see pp. 120-131.)

26. During the calling and the play of the hand, always keep in mind your adversary's score as well as your own, as, even among the most honourable players,

mistakes sometimes occur. If you observe that your opponent is reckoning too much, correct him at once. After the play of the cards, call both your own and your adversary's scores aloud as you record them; your adversary should do the same, or should admit your call to be correct.



EXAMPLES OF DISCARDS.

On account of the variety and complexity of the considerations involved in discarding at Piquet, but few general rules can be laid down (but see Hints 3-12, pp. 79-82), and illustration by means of example has to be substituted.

Owing to the same causes, and to the impossibility of calculating all the chances in given cases, differences of opinion often arise as to the proper discard. The writer can, therefore, scarcely hope that such differences of opinion may not be expressed in respect of some of the following hands. He will be content, however, if he has avoided glaring errors, and if he has succeeded in presenting a series of cases that may serve as landmarks to those who are desirous of learning the game.

Before proceeding to the examples, the student should be acquainted with the following odds:—

The odds that the elder hand (if he takes all his cards) will take in—

One named card are	3 to 1 against him
Two „ cards are	18 to 1 „
Three „ „	113 to 1 „
Four „ „	968 to 1 „
Five „ „	15503 to 1 „
One card (at least) of two named cards are	5	to	4	„	„
One „ „ „ three	„	3	to	2	on him
Two cards „ „ „	„	6	to	1	against him
One card „ „ four	„	5	to	2	on him
Two cards „ „ „	„	3	to	1	against him
Three cards „ „ „	„	33	to	1	„

The odds that the younger hand (if he takes all his cards) will take in—

One named card are	17 to 3	against him
Two „ cards are	62 to 1	„
Three „ „	1139 to 1	„
One card (at least) of two named cards are	5 to 2	„
One „ „ „ three „	3 to 2	„
Two cards „ „ „ „	21 to 1	„
One card „ „ four „	29 to 28	on him

These calculations properly applied will direct the player in discarding.

Thus: it is 3 to 1 that the elder hand does not take in a named card. It is, therefore, more advantageous to carry the best suit for point, and high cards for the chance of the cards, than to throw out any of these in hopes of taking in a card to complete a quatorze of queens, knaves, or tens (see Examples iii. and iv. pp. 94, 95, and Example xx., p. 106).

The odds against taking in two or more named cards, or two of three named cards, elder hand, are so considerable, that, except in desperate cases, good cards should not be discarded on such a speculation. But the odds are very slight against taking one at least of two named cards, or two at least of four named cards; and they are in favour of taking one at least of three or four named cards.

To apply these: if the elder hand has a quart major and two other aces dealt him, the odds that he will take in either the ten to his quart, or the other ace, are only 5 to 4 against him.

Again: if the elder hand carries three aces and

three kings, the odds against his taking either the other ace or the other king are only 5 to 4 against him.

If the elder hand has a quatorze dealt him, and there is only one superior quatorze against him, he should, as a rule, keep the quatorze, as the odds that he will take in one card at least of four named cards are 5 to 2 in his favour. But this rule may require reconsideration, with a low quatorze, if, to keep it, cards must be put out that in other ways spoil the hand, as, by compelling the player to discard from point or sequence, or to put out high cards that risk the loss of the cards, or of a capot.

With a quart to a king and two other kings, it is 3 to 2 in favour of the elder hand taking in the ace or nine to the quart, or the fourth king, and, therefore, it is very advantageous to keep the quart and the three kings.

If the elder hand has a quart to a king, and a quart major dealt him, and he is considerably behind in the score, and he must discard from one of the quarts, he should keep the quart to the king; for it is 3 to 1 against his taking in the ten to the quart major, but only 5 to 4 against his taking in either the ace or nine to the quart to the king. (For a further illustration of this calculation, see Example xix., p. 105).

The chance of taking a certain number of cards included in a larger number of named cards, must not be confused with the chance of taking a certain number of named cards. For instance, if the elder hand has two kings and two queens dealt him, the

odds are 3 to 1 against his taking in two of the other kings and queens. But the odds against his taking two kings or two queens under these circumstances (*i.e.*, two named cards) are 17 to 2 against him.

The odds against the younger hand's taking in even one named card are so considerable (17 to 3 against him) that he ought not to discard on such a chance except in desperate cases (see Example xxiii., p. 108), especially if by so doing he risks the winning or saving of the cards (see Example viii., p. 99). The same rule applies *a fortiori* to more than one card.

It is only 5 to 2 against the younger hand's taking in one, at least, of two named cards. Hence, in some cases, he would discard on this chance (see Example xiv., p. 102; and Example xxv., p. 109).

Again: It is only 3 to 2 against the younger hand's taking in one, at least, of three named cards. Therefore, if he must take in one of three cards to save a pique or a repique, it would be right for him to discard for this chance, even if, in order to do so, he must put out a valuable card, as a king, or one of his point. (For a further illustration of this calculation, see Example xxiv., p. 109.)

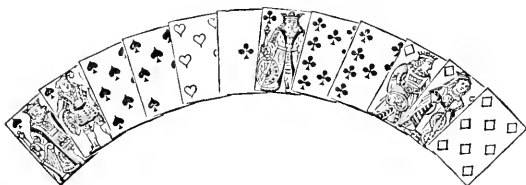
It is 29 to 28 in favour of the younger hand's taking in one of four named cards. So, having no ace dealt him, he may calculate on taking in at least one; or, with two quarts (except major or minor quarts), he may expect to take a card to make a quint; or, with a quart major against him, he may calculate on drawing, at least, one of the quart major.

If the elder hand has two quatorzes against him

(say of aces and kings), it is only 33 to 31 against his drawing both an ace and a king (*i.e.*, of drawing at least one of four aces, and at least one of four kings). Younger hand, it is 4 to 1 against taking in one of each quatorze.

[In the Examples the score is love-all, unless otherwise stated.]

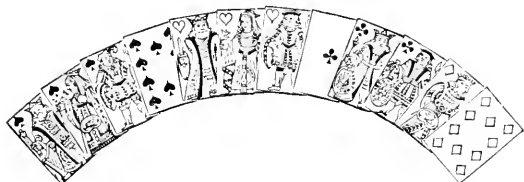
EXAMPLE I.



With these cards the elder hand should throw out knave, eight, seven of spades, seven of hearts, and eight of diamonds, keeping the clubs for point, and the three kings. In order to keep the point he must unguard a king; and this, being elder hand, he does not hesitate to do.

The younger hand with these cards should throw eight, seven of spades, and eight of diamonds. He should keep both his kings guarded, and should on no account part with the seven of hearts, which would be of great service should he take in king of hearts, or queen and another.

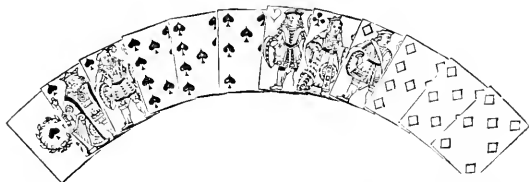
EXAMPLE II.



The elder hand having these cards dealt him, should keep the quart to a king for point, and the four kings, discarding queen, knave of hearts, ace, knave of clubs, and ten of diamonds.

The younger hand should also keep the point and the four kings. In addition to this he should keep all his suits guarded, and should discard knave of hearts, and ace, knave of clubs. He should not part with the ten of diamonds.

EXAMPLE III.

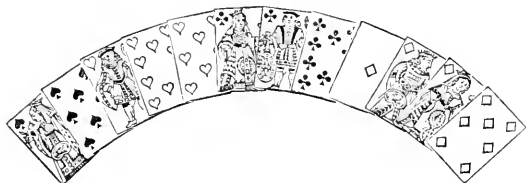


If the elder hand keeps his knaves he must either throw a card from his point or leave a card. Neither course is advisable. The general rule is not to break into the point; and it would be dangerous for the

elder hand to leave a card with two seven-card points, a quint, three aces, three kings, and three queens against him. He must sacrifice the knaves to keep his point, by which means he will, at all events, divide the cards. His proper discard is the heart and the four diamonds.

EXAMPLE IV.

The following Example is more difficult :—

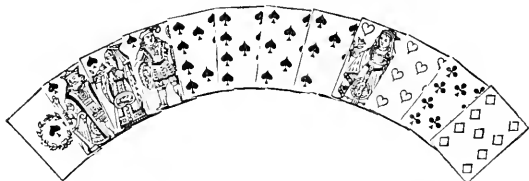


The elder hand has three queens, and no great score against him. Notwithstanding this, he should not part with the seven of his point (diamonds) to keep the queens, but should discard the spades and hearts. By sacrificing the queens he gives up a chance of fourteen ; but by keeping the seven of diamonds he increases his chance of scoring the point, and he improves his chance of winning tricks in play.

It may be stated generally, that with ace, king, queen, and a small card of a suit, and three queens, or three knaves, or three tens not good against the cards, and such other cards that you must either discard one of these or the small card of the point, the game is to keep the point.

EXAMPLE V.

It hardly needs to be observed that the objection to throwing a card from the point suit does not apply if, after the discard, the point still remains good against the cards.

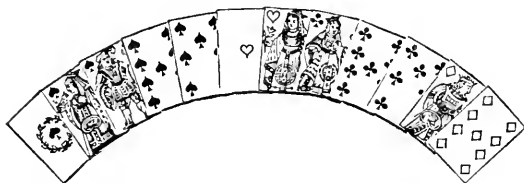


The discard, elder hand, is seven of spades, the two hearts, the club, and the diamond, for the reasons already given.

If the club or the diamond were the seven, the discard is less easy, and some players would leave a card instead of throwing one of the point.

EXAMPLE VI.

It is not right to throw out an ace or a king—to carry three queens, knaves, or tens—in hopes of taking in the fourth to make a low quatorze, when by so doing you risk the loss of the cards; for you risk the loss of over twenty points for the chance of a gain of fourteen. If, however, you have three queens, knaves, or tens, and a quint which is good, you may depart from this rule, and run the risk of losing the cards for the chance of a repique.



The elder hand should discard the clubs and diamonds for the reasons already given. The younger hand's discard is doubtful: on the whole, it seems safest for him to give up the point, and to discard three spades, keeping all his suits guarded, and going for the chance of queens and of dividing the cards.

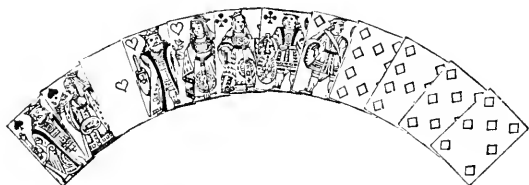
EXAMPLE VII.

With a quart major in one suit, a quint minor in a second, and no cards of consequence in the other suits, it would generally be right, elder hand, to put out the quint minor in preference to breaking up the quart major, for keeping the quint minor would probably result in loss of the cards, *i.e.*, in a loss of over twenty points for a gain of fifteen.

But if one of the three outside cards were a knave, and the cards of the fourth suit such that the quint minor is good against the cards, it would, in most cases, be right to keep the quint and the knaves, as the fourth knave gives a good chance of a repique.

Generally, when one named card taken in gives a pique or a repique, the risk ought to be run; but not if two cards are required, unless the game is desperate.

The younger hand, in the case first stated, should not part with any of his quint. He has but little chance of saving the cards, and should throw out his three ragged cards, keeping the quart and the quint in hopes of saving a pique by his point or sequence.



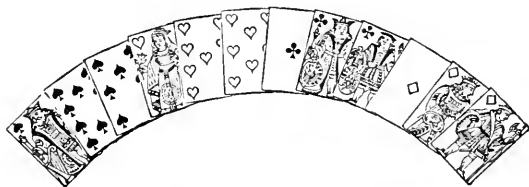
The elder hand here should throw out the five small diamonds, as, by keeping them, and throwing the high cards from the other suits, he would probably lose the cards, and a number of points in play. He also gives up a chance of a quatorze of queens.

It may be objected that, by discarding in this way, the elder hand runs the risk of being repiqued, there being two minor quints against him. This, however, is unlikely, as it is very improbable that the younger hand will go for two minor quints; and it is still more improbable that one at least of the five cards taken in will not be a small spade or a small heart.

The younger hand discard must be dictated on totally different principles. He must play on the defensive, and give up what small chance he has of the cards in order to make sure of saving a repique. His discard will, therefore, be ace, king of hearts, and knave of clubs.

EXAMPLE VIII.

If the younger hand has three of each suit dealt him, and is guarded in each suit, and can calculate on dividing the cards, he should not discard more than one card, when, by so doing, he runs the risk of losing the cards. This rule applies especially to the fifth hand of the partie, when the score renders it advisable to keep the adversary back. It does not apply to cases where the younger hand, being very backward in the score, must go for a great game.



The younger hand should only take one card, discarding the seven of spades, for the reason already given.

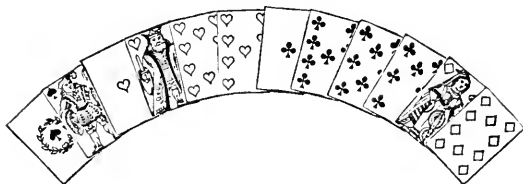
EXAMPLE IX.



In this hand, the cards are of more importance than the point; the elder hand discard should, therefore, be queen and four small spades, carrying three kings and three unbroken suits. By discarding thus, if he

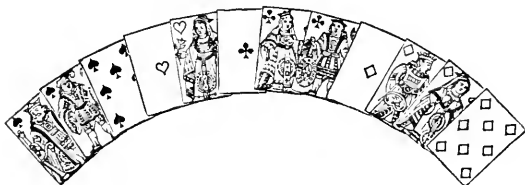
Here the elder hand should throw out the five clubs, and keep three unbroken suits. He has a better chance of scoring points in play than by discarding from the other three suits.

EXAMPLE XII.



The elder hand discard is tierce minor in clubs, and queen, ten of diamonds, leaving the spades intact. It would be less advantageous to discard one diamond and one spade, as thus three suits are broken into.

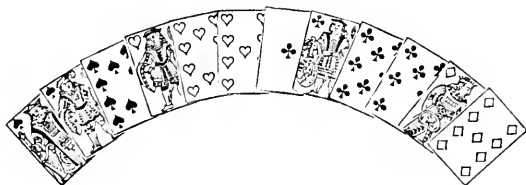
EXAMPLE XIII.



In this case, the younger hand should throw the spades, keeping three unbroken suits, with three aces and three queens.

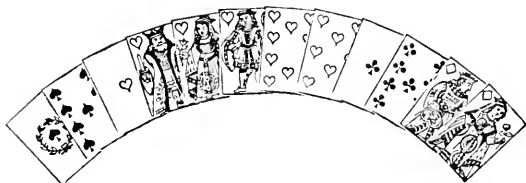
If about to throw a whole suit, king, knave, and a small one has this advantage, that the opponent will very likely lead some other suit, waiting to be led to in his ace, queen suit. King, queen, and a small card is also a suit which may be thrown without much probability of being attacked in it.

EXAMPLE XIV.



The younger hand should discard the three small clubs, keeping three unbroken suits. He might also keep three suits by discarding the three hearts; but there is a pique against him, and he ought not to part with the hearts, as they give him a chance of a quart, which saves the pique.

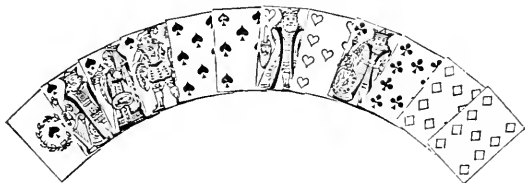
EXAMPLE XV.



Here the elder hand should discard nine of clubs, king, queen of diamonds, and nine of spades, leaving a card. His point, sequence, and aces are good against the cards, and he has a certain pique; but if he discards one of his hearts, he may not get the point, as there are three six-card suits against him.

The younger hand should also leave a card, throwing the two nines, and keeping his point, three aces, and the guard in diamonds.

EXAMPLE XVI.



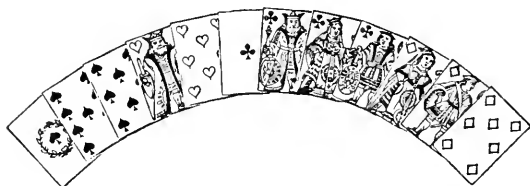
Here the elder hand should keep his point and kings, and leave a card.

Similarly with ace, king, and four small cards of a suit, and two other kings, the game would be to leave a card, if there is no repique against the elder hand.

EXAMPLE XVII.

The consideration for the younger hand, when in doubt as to taking all his cards, is merely whether

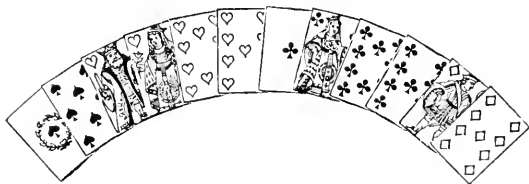
the card taken will probably be more valuable than the card thrown.



The younger hand discard is nine, eight of spades, leaving a card. If one of the guards to hearts or diamonds is thrown, a risk is run of taking in a less valuable card. By discarding only two cards and retaining the guards, the younger hand has a moral certainty of dividing the cards.

EXAMPLE XVIII.

With two suits of nearly equal value, the one should be selected for point which gives the best chance of a sequence.



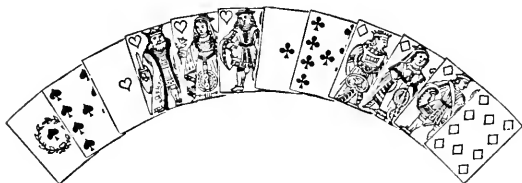
The elder hand should throw out eight of spades, ten, nine of clubs, and knave, nine of diamonds, and

keep thirty-nine in hearts for point, rather than forty in clubs. The reason is, that one card, viz., the knave of hearts, if taken in, gives a quint, whereas a quint cannot be held in clubs without drawing two cards; also, by keeping the hearts, there is a better chance of winning the cards.

Similarly, a player holding ace, queen, nine, eight, seven, in one suit, and ace, knave, nine, eight, seven, in another, should keep the latter. The chance of taking king of one or the other suit is equal, and, consequently, the chance of the cards is equal; but in one case a ten taken in gives a quint, in the other it does not.

In the above case, if the ten is substituted for the nine in both suits, the discard is determined on the same principle.

EXAMPLE XIX.

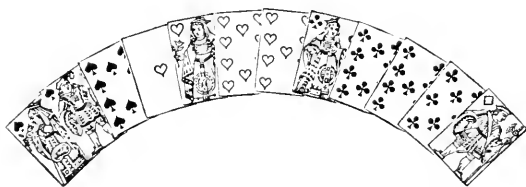


The elder hand should discard nine of spades, nine of clubs, and king, queen, knave of hearts. The diamonds are kept for point in preference to the hearts, because, in the diamond suit, either one of two

cards taken in gives a quint, whereas, in the heart suit, the quint can only be completed by one card; and, whichever suit is kept, the chance of making the cards is not affected.

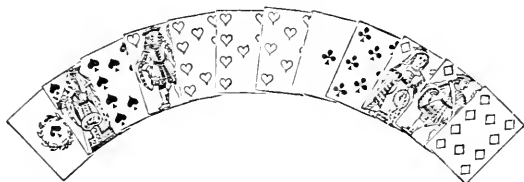
EXAMPLE XX.

Low trios (queens, knaves, or tens) may be freely discarded if, in order to keep them, you must put out a card of the point. You should not aim at low quatorzes (knives or tens) if, by so doing, you risk the loss of the cards. It is seldom advisable, younger hand, to put out a high card in order to keep a low quatorze when there is a better one against you.



With these cards the elder hand should not keep his three queens, but should throw the clubs and the diamond, and retain the other two suits unbroken. The discard would be the same if he held the knave of clubs instead of the queen.

EXAMPLE XXI.



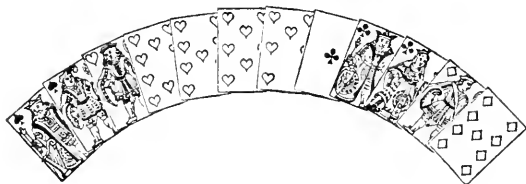
The younger hand must take in a club or a king to save a repique. He should discard eight of clubs, and queen, ten of spades, keeping two unbroken suits, both guarded, and both giving him a chance of a good sequence if he takes in a club. He should on no account discard a heart in order to keep his three tens.

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EXAMPLE XXII.

Before discarding, especially in the fifth and sixth hands, add up the score, and ascertain how many points your adversary requires, and how many you require.

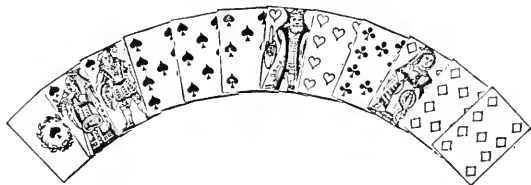
The elder hand should average to score rather more than twenty-eight points, and the younger hand rather more than fourteen. By bearing this in mind, a player can easily tell whether he has the best of the partie or not. If he has, he should discard for a safe and moderate game; but, if far behind, he should make a bold discard for a pique or a repique, and should give up all considerations of winning the cards.



The elder hand, at the beginning of a partie, should discard ten, nine, eight, seven of hearts, and nine of diamonds. But if it is the last hand of the partie, and a repique is necessary to win, the discard is tierce major, king of spades, and nine of diamonds, keeping the quint and the three knaves.

Similarly, if the adversary is well ahead, in the last hand or last hand but one, and you have a quart to a queen or knave, and three queens, knaves, or tens, you should make a push for the partie by keeping the quart and the trio.

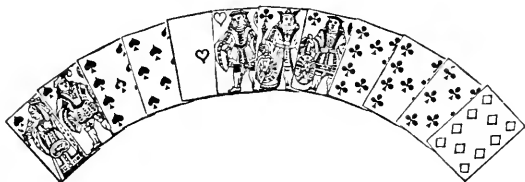
EXAMPLE XXIII.



The discard of the younger hand, at the commencement of a partie, would be the three diamonds. But if,

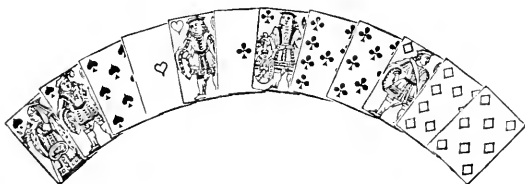
in the last hand, he were far behind in the score, he should put out king of hearts, and queen, nine of diamonds, on the chance of drawing the fourth ten, which would give him a repique.

EXAMPLE XXIV.



At the beginning of a partie, the younger hand should discard queen, nine, eight of spades; but if, in the last hand of the partie, his score were eighty-three, he should go for two chances of a quint to save the Rubicon, and discard king of clubs, knave of hearts, and ten of diamonds.

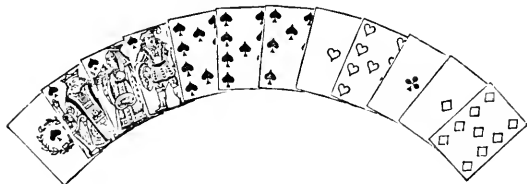
EXAMPLE XXV.



At love-all, the younger hand would discard ace, nine, eight of clubs. In this hand it is more important to keep the spades guarded and the knaves than to preserve the four-card point in clubs.

Most players would make the same discard at all scores, it being very unlikely that the elder hand can carry a pique. Some, however, in the last hand, if only a pique against the hand can win the partie, would discard the spades, because then either nine of diamonds or ten of clubs taken in saves a pique. At this score the sacrifice of the knaves is of little consequence, as they are useless unless the younger hand pulls a king, in which event he is certain to win the partie.

EXAMPLE XXVI.



The discard here, elder hand, depends greatly on the state of the score.

At the commencement of a partie the discard is seven of spades, nine of hearts, and nine of diamonds, leaving two cards. Although the point as dealt is

good against the cards, and is not necessarily good after the discard of the seven of spades, it is better to throw that card than to leave a third card, as, in order to repique the adversary, it is necessary to break up his septième in clubs. If the elder hand succeeds in this, his point and sequence will be good, notwithstanding the discard of the spade.

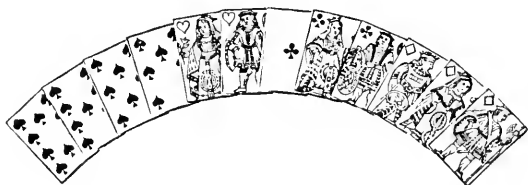
If, in the last hand of a partie, the elder hand is only playing for a pique and the cards, he should discard one of his aces (not the spade ace), in addition to the three cards previously directed to be thrown. He thus leaves only one card, and increases his chance of breaking the septième. The fourth ace is useless at this score, as the elder hand wins the partie without it, if he takes a club.

If the elder hand only wants forty-two to make sure of the partie, his discard should be the two nines, as he can then score forty-two out of his own hand for certain. This, of course, means that forty-two wins the partie, notwithstanding the younger has a septième and makes three points in play.

If the elder hand's score is such that he must win the partie unless there is a septième against him, he should keep the spade suit and throw out the other cards.

EXAMPLE XXVII.

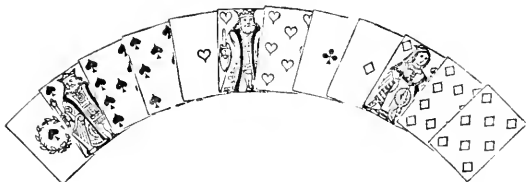
This and the following Examples present features of some difficulty.



The proper discard, elder hand, seems to be quart minor in spades and ace of clubs, for the following reasons:—It is only 5 to 4 against taking queen or knave of spades. There are also two combinations in diamonds (viz., ace, ten; or ten, nine), either of which gives the elder hand a quint; and, all these circumstances being considered, there is a probability of a good score by discarding as proposed. On the other hand, if the elder hand discards the four spades only, he may leave one of the following cards: king of clubs, ace of diamonds, or, ace, queen, or knave of spades; and in any of these cases he would, probably, lose more points than by parting with the ace of clubs.

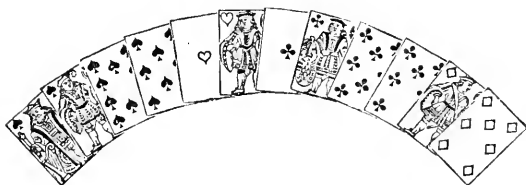
There is another way of discarding the hand, viz., by putting out the spades and one heart. By so doing, the elder hand runs the risk of putting out fourteen points on a chance which is but 5 to 4 against him, viz., of taking queen or knave of spades.

EXAMPLE XXVIII.



The younger hand should discard queen, ten, eight of diamonds, for the chance of a capot. He is not at all unlikely to capot the adversary, if he happens to strengthen the heart or spade suit when he takes in.

EXAMPLE XXIX.



This hand (elder) admits of several discards. Some players would sacrifice the knaves, and throw knave, eight, seven of clubs, and knave, seven of diamonds. Others would throw king, ten, eight of spades, seven of clubs, and seven of diamonds; or, king, ten, eight of spades, ace of hearts, and seven of diamonds; or,

ace of hearts, ace, eight, seven of clubs, and seven of diamonds. The preponderance of opinion seems to favour the first or second mode of discarding, unless the game is desperate, when the last way of discarding is to be preferred.

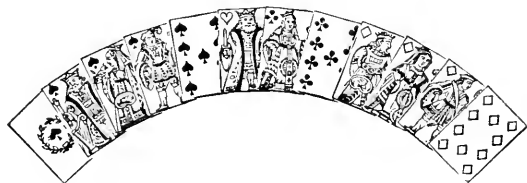


EXAMPLES OF SINKING.

The general practice is, of course, for each player to call his best point, sequence, quatorze, or trio; but sometimes it is advisable to *sink* a card or a score, in hopes of deceiving the adversary as to the guards held to weak suits. The following are Examples of cases in which it is advisable to call only a portion of the hand :—

EXAMPLE I.

The elder hand, having put out one or more hearts, holds the following cards :—

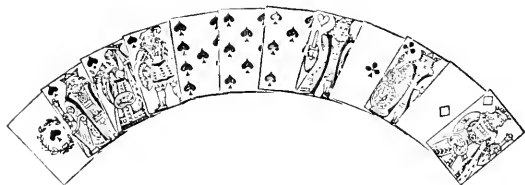


His point and quart major are admitted to be good. He then proceeds to call a tierce to a king in diamonds (sinking the ten of diamonds—this must be done without hesitation), in order to lead his opponent to imagine that the ten of diamonds has been discarded, and that the king of hearts is guarded. He then calls three kings, which are not good. He next leads the

spades, and then the king of diamonds, which the adversary wins, and leads clubs. To his third club, the elder hand throws (without hesitation) the knave of diamonds, and to his fourth club, the queen of diamonds. The younger hand now remains (we suppose) with ace, queen of hearts, and the elder with king of hearts and ten of diamonds. If the younger hand, believing the elder to have two hearts (as would seem to him to be the case, if unacquainted with the *ruse*), leads his queen, in order to win the last trick (which counts two) with the ace, the elder hand makes both tricks and wins the cards.

In the same way, if the point, less one card, is still good against the cards, or against the elder hand's call, a player, holding such a point and an unguarded king, should sink a card of the point.

EXAMPLE II.

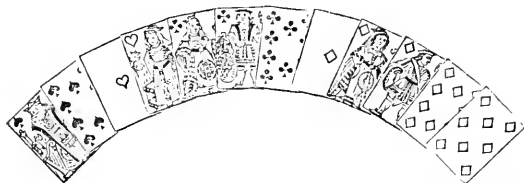


The elder hand's point is equal, the younger having seven hearts. The elder also has four kings, good against the cards; but, having put out a ten, his three aces and three kings are also good against the cards.

If he calls four kings, he cannot capot his adversary. He, therefore, calls three aces and kings, and says, when asked, that he does not reckon the king of hearts. He then plays his spades, his ace, king of clubs, and ace, king of diamonds. His adversary will have to keep one card, and, as he believes the king of hearts to be out, he will probably either keep the queen of clubs or of diamonds, and throw away the ace of hearts. If he does so, he is capoted. The elder hand gives up eleven points by sinking a king, with the moral certainty (except against a very acute or a very stupid player) of gaining thirty-two.

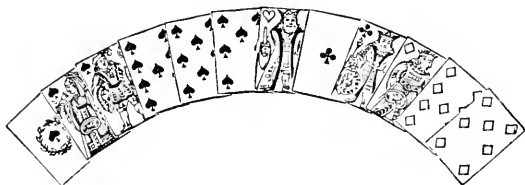
EXAMPLE III.

The following case for sinking is more difficult. A (elder hand) has—



His discard was ten, eight of hearts, and nine, eight, seven of clubs.

B (younger hand) has—



His discard was knave, nine, seven of hearts.

A calls five cards. B (holding six cards), does not declare them, but asks how many A's point makes. On being told they make nine in diamonds, he allows the point to be good, sinking his point, which is, in fact, good against the cards. A might have had five cards in clubs; if this had made forty-seven, B would have replied, "Equal," sinking the eight of spades.

A leads diamonds. B wins the second trick with the king, and leads ace, queen of spades. A wins the queen, and leads the remaining diamonds, to which B throws a diamond and two spades. A supposing B to hold king of hearts guarded, leads queen of clubs, and B divides the cards. If B had called his six card point, A would have led ace of hearts, instead of queen of clubs, and would have won the cards.

A cannot tell that B is sinking a spade. B might have gone out with ace, queen, knave, seven of spades; king, knave, nine, seven of hearts; ace, king of clubs; and king, seven of diamonds; when his discard might have been two hearts and a spade, though most good players would still discard three

hearts. As a matter of fact, B went out with the spades, knave, and two small hearts, king of clubs and king, seven of diamonds, and discarded the three hearts.

A went out with the diamonds and three queens.

There is hardly any combination with which the younger hand's proper discard would be two hearts and one spade. Even if this occurred to the elder hand, in actual play, he would hesitate to act on it, in the face of the adverse declaration of a point of five cards, equal in one case, or not good in the other.



EXAMPLES OF PLAYING THE CARDS.

Beyond general hints (see pp. 82-87), one can scarcely go, except by means of examples, precise rules not being applicable to the play of the cards. In order to play hands to the best advantage, you should have in mind the cards held by the adversary, counting his hand so far as he has called or shown it. In default of this actual knowledge, you should consider what cards he is least likely to have discarded, and mentally supply these cards to fill up his number.

EXAMPLE I.

A (elder hand) calls thirty-four for point. B (younger hand) knows from this call four cards in A's hand (see p. 83), and this knowledge may cause modification in the play, as in the following case. B holds king, ten of spades; ace, ten, eight of hearts; ace, king, queen, ten of clubs; knave, ten, nine of diamonds. He has discarded seven of spades, and eight, seven of diamonds. A, having called thirty-four, must have four clubs. A also calls a tierce major (equal) and three queens (not good). B calls his point in clubs, and four tens. A leads the diamonds, to which B follows suit. A then leads ace, queen of spades, to which B plays ten, king. B should now lead ace and ten of hearts, when, if he loses the lead, as is most probable, he will be led up to in clubs, and so divide

the cards. If he plays off the tierce major in clubs, he loses the cards.

As a general rule, it is right to lead a tierce major, but not if you can count the adverse hand, and know that by waiting you will do better than by opening the tierce major suit.

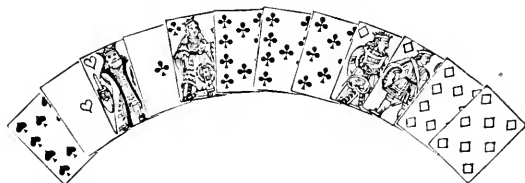
It may be stated generally that when toward the close of a hand the leader has a tenace in one suit, and winning cards with a losing card in others, he should lead the winning cards and then the losing card, to oblige the adversary to lead up to the tenace. Of course, if the leader can count that his adversary is unguarded in the tenace suit, the above rule does not apply.

Also, when holding a tenace, it is often advisable to keep a losing card of a suit of which the adversary has the best, in order to give him the lead at a time when he must lead up to your tenace. For example : A has king, queen, knave, ten of spades ; ace, ten of hearts ; ace, queen, knave, nine, seven of clubs ; and eight of diamonds. B has ace of spades ; king, queen, knave, seven of hearts ; king, ten, eight of clubs ; and ace, king, queen, ten of diamonds. A leads king of spades. B wins it, and leads the diamonds. To these A should throw eight of diamonds, and seven, nine, knave of clubs, and should on no account part with his ten of hearts. B then leads king of hearts. A wins it, leads the spades, and then the ten of hearts to get rid of the lead, when he divides the cards. Had he thrown the ten of hearts to one of the diamonds, he would have lost the cards, as he would now have been obliged to lead a club.

EXAMPLE II.

A less easy example of counting the hand is as follows :—

The younger hand (B) has—



His discard was eight, seven of spades and seven of hearts. The elder hand (A) calls a quint to a queen in hearts (good for sequence only), and a tierce to a king in spades. He then calls three knaves (which are good), but does not call three queens, from which B concludes that A has put out the queen of diamonds. This considerably affects B's play of the cards.

A leads the tierce in spades, to which B, supposing the queen of diamonds to be out, throws ten of spades and nine, eight of clubs. A then leads a heart, which B wins, and attacks in diamonds, and however A plays B must divide the cards. If B throws a diamond instead of a club, and attacks in either clubs or diamonds, he must lose the cards if A holds king of clubs.

B may assume that A has not sunk the queens in this hand, as the chance of gaining anything by so doing is remote.

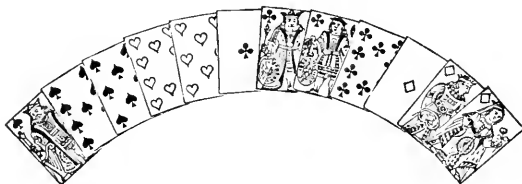
EXAMPLE III.

The elder hand has a five-card point which will make five tricks in play, and ace, queen of another suit, but no other winning cards.

The younger hand has put out a card of the suit of which his opponent has ace, queen. The younger hand should, without hesitation, unguard the king of that suit in play, as it is his only chance of dividing the cards. By putting the cards face upward on the table this will appear more clearly. Say A (elder hand) has—



B (younger hand) has discarded knave of spades and two other cards, and remains with—

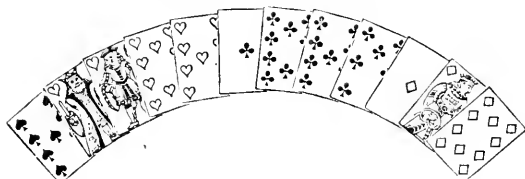


A shows his point and calls three queens, which are not good. A then leads the heart suit. To this B

throws ten, eight of hearts, nine, eight of spades, and knave of clubs. If A then, believing B to have the king, knave of spades, leads clubs or diamonds, and retains his tenace in spades to be led to, he only divides the cards. The unguarding a king in this way (if done without hesitation) will often succeed even against a high class player.

EXAMPLE IV.

The elder hand (A), after taking in, holds—



His discard was knave, eight of clubs, eight, seven of spades, and a small diamond. A calls, has nothing that is good, and leads a card. If B has a quint major in spades, and four queens he must win the partie. A's only chance then is for B to be out, and his object is to discover where B is out before attacking in hearts or clubs, as, if B has discarded queen of hearts or queen of clubs, A makes sure of dividing the cards by attacking in the suit of which the queen is out. In no other way can he *certainly* divide the cards.

As the younger hand does not count his hand until the elder has led a card, A leads the ace of diamonds.

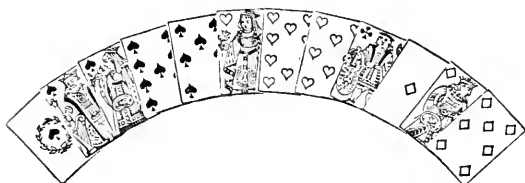
B now calls quint major in spades and three queens. A discovers which queen B does not reckon, and, if it is the queen of hearts, leads the heart suit; if it is the queen of clubs, leads the club suit.

In order clearly to realise the position, place A's cards face upward on the table, and give B the quint in spades, the queen of diamonds, one other queen, and any five of the remaining cards, and it will appear that, if A knows which queen is out, B cannot win the cards.

If it is essential for B to win the cards, it would be a good coup for him to sink his three queens.

EXAMPLE V.

The elder hand (A) has—



He has discarded nine, seven of hearts, ten, nine of clubs, and knave of diamonds.

A requires a score of twenty-five. He counts five for point, and plays the spades, reckoning ten. B (younger hand) does not follow suit in spades; therefore, he has discarded three spades, and every card in

his hand is known. B plays to the spades, eight of diamonds, queen, eight, seven of clubs, and knave of hearts, remaining with ace, king of clubs, ace, king of hearts, and queen guarded in diamonds. If the elder hand now leads a heart, he must make five more points in play, which added to his previous ten, and to the score for the cards, make him twenty-five, the number he requires.

The younger hand should have thrown the knave of hearts and the four diamonds to the spade suit. His only chance of preventing an adverse score of twenty-five is for A to have a diamond out. If, however, B must make six points in play to save his Rubicon, he should keep the queen of diamonds guarded, as at first.

EXAMPLE VI.

In the majority of hands it is advantageous to begin with the most numerous of two suits of equal commanding strength. The following cases are exceptional :—

If you (having the lead) hold ace, king, knave of a suit from which you have discarded two cards, and ace, king, knave, and two small ones of another suit, and no winning cards in the third and fourth suits, you should commence with the suit of which you have the fewest. The reason is, that if you begin with the suit of which you hold five, and find the opponent's queen guarded (which you will assume to be the case if he

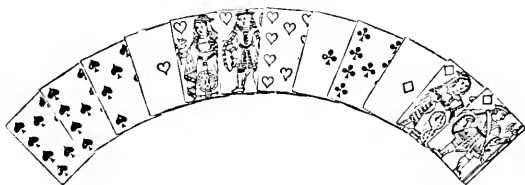
follows suit with two small cards, it being unlikely that he has put out a queen), you have no chance of saving the cards; but if you begin with the three-card suit and find the queen guarded, then you attack in the other suit with the probability of finding the queen unguarded. If both queens are guarded, the cards cannot be saved by any mode of play. If the reader will take the trouble to put out the cards and play the hand in the two ways, the advantage of first leading the weak suit will become apparent.

Similarly, your adversary has shown a six-card point, viz., ace, queen, and four small cards. You are guarded in that suit, and hold ace, queen, ten, and two small cards of a second suit, and ace, queen, ten only of a third. As soon as you obtain the lead, you should play the ace of the suit of which you hold only three. If the adversary is guarded in that suit, he is probably unguarded in the other. If you find him guarded, you attack in the other in hopes of winning the cards. Should you begin with the suit of which you hold five cards, and find the adversary guarded, you have no chance of the cards, but you have a chance by playing as directed. If the adversary is guarded in both suits you must lose the cards.

The following is an analogous case:—

The elder hand (A) calls fifty-five (good), viz.:—king, queen, knave, ten, eight, seven of clubs, and a tierce major in spades. He also has four kings. His hand is, therefore, known, all but one card, and either the king of hearts or king of diamonds must be unguarded.

The younger hand (B) has—



A leads tierce major in spades and the king of clubs, which B wins with the ace. If B now leads the diamond suit, of which he only has three, he must divide the cards; but, if he leads the heart suit, of which he has four, he may lose the cards.

If the ace of diamonds is led and the king falls, B continues with the diamonds, and then leads the nine of clubs and wins five tricks, which, with the ace of clubs already made, divides the cards. If B leads the ace of diamonds and finds the king guarded, he then leads hearts and divides the cards.

If B leads the ace of hearts instead of the diamond, and finds the king of hearts guarded, he only makes four tricks besides the ace of clubs, and loses the cards. If he leads the heart and finds the king of hearts unguarded he wins the cards. His proper play will therefore depend on the score. If winning the cards wins the partie or saves the Rubicon, B should risk the heart; if dividing the cards wins the partie, B should lead the diamond.

EXAMPLE VII.

If the last three cards in the leader's hand are king, queen, ten of a suit, and he knows the adversary to hold ace, knave, and a small one of that suit, he makes certain of three points by leading the ten, but not by leading the king or queen.

EXAMPLE VIII.

A has, declared in his hand, ace, queen, knave of spades, and king, ten of hearts. B holds ace, queen, knave of hearts, and king, ten of spades.

A leads the ace of spades, which makes his total score in five hands ninety-six. B has four tricks up. How is B to play to prevent A from saving the Rubicon?

If B throws the king of spades to the ace, A can only score to ninety-nine; but if B throws the ten to the ace, A will make one more point in play.

B, by throwing the king to the ace, causes the scores that accrue to be, A, four; B, three. If B throws the ten to the ace, each player makes one more point, viz., A, five; B, four. The proper card, therefore, for B to play to the ace of spades depends on the score. Thus: if B requires four points to save the Rubicon, he should play the ten of spades to the ace.

EXAMPLE IX.

In the last hand of a partie if a player sees he cannot reach a hundred, he should not play the cards unless he has a chance of dividing them. If the cards are played, the adversary, not being able to win them, should endeavour to lose them. Thus:—

A (elder hand), whose score is over a hundred, has—



He has discarded queen, nine, eight of clubs, and nine, eight of hearts. It being the sixth hand of the partie, and his adversary B being fifty, A's first care should be to see whether B can possibly make fifty that hand, which saves the Rubicon. B has—



He has discarded seven of spades, knave of clubs, and nine of diamonds; but, whatever he has discarded, he cannot make more than forty-seven.

If A calls "Forty-eight" in diamonds, B will say "Equal" in hearts. His object being to declare

equalities, he sinks one of his tenth cards. A should call twenty-nine for point, which compels a score. B should allow this to be good. A should then call quart to a knave. B should say, "Not good," as, if he admits it, A also calls a tierce to a king. A then calls three tens, which B, in order to conceal his hand, allows to be good. B, in order to reckon as little as possible, only calls a quart in hearts.

A should lead ace of clubs that he may not risk a capot, and, as he cannot win the cards, should try to lose them; but if B plays properly he can divide them.

Suppose now A leads a diamond. B wins it, and leads tierce major in spades, to which A follows suit. B then leads ace, king of hearts, to which A plays king of clubs and ten of diamonds. B, having won six tricks, now leads the seven of diamonds. A wins it, and is forced to make all the remaining tricks, and the cards are divided.

The reason A threw the ten of diamonds instead of the smaller card is, that if B happens to hold the nine of diamonds, instead of the seven, A can compel him to win the cards. For a similar reason, had A continued with a second club after his original lead of ace of clubs, B should have thrown to it the ten of hearts, as the seven of hearts or seven of diamonds, if kept in hand, may enable him, after winning six tricks, to give A the lead at a time when A remains with only winning cards. If B parts with his seven of diamonds he must win the cards, as will be seen by so playing the hand.

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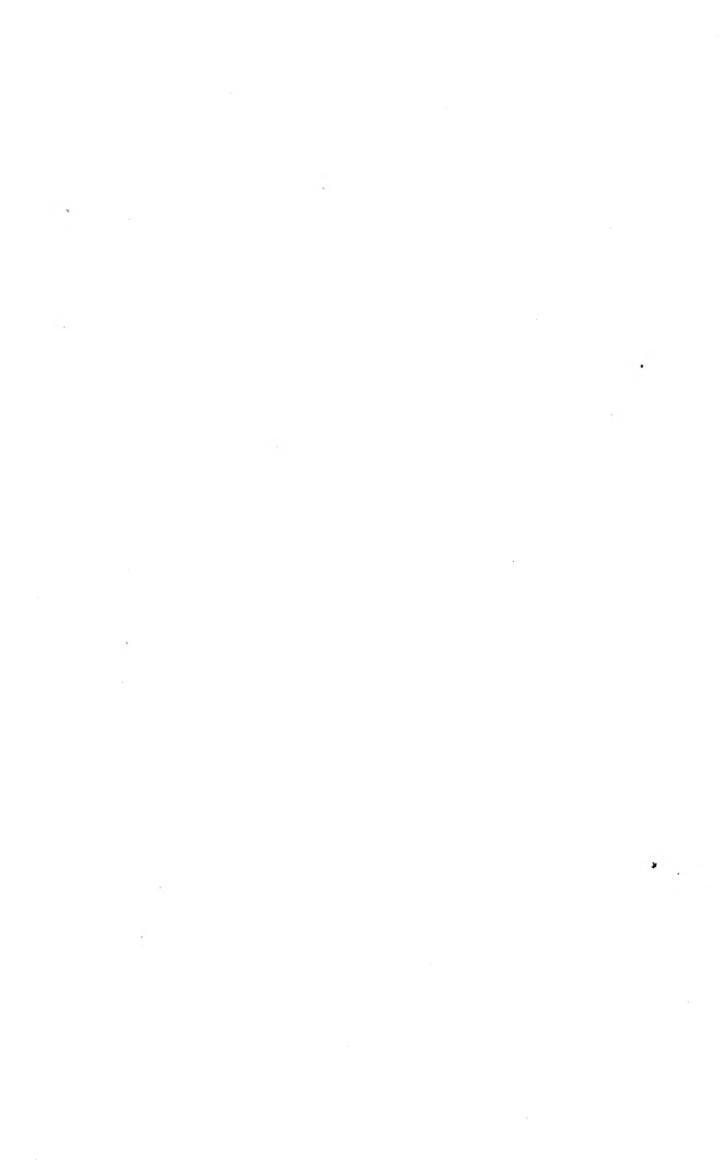
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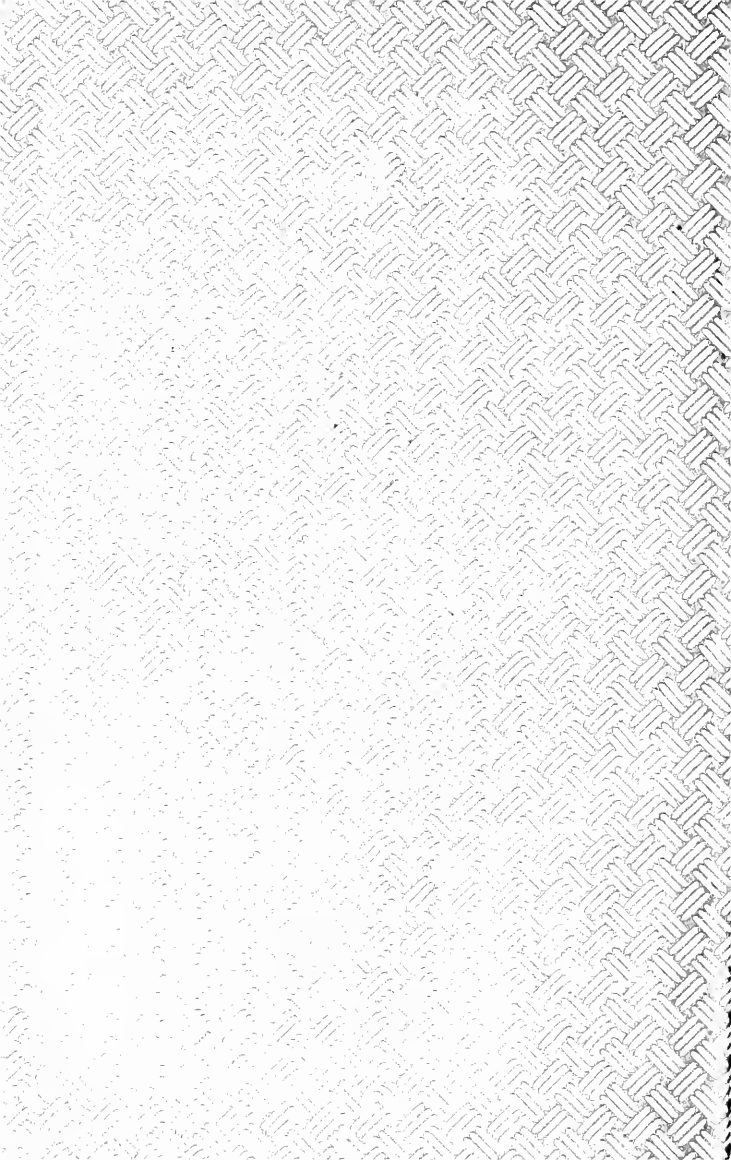
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